

## THE PARAMETER GUIDE

Compiled  
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Moore's Microware  
417 Persimmon Road  
Walnut Creek, CA 94598  
Source ID: TCT492



## Instructions

Thank you for buying The Parameter Guide. If you have any questions with this manual, please feel free to mail us at:

Moore's Microware  
417 Persimmon Road  
Walnut Creek, CA 94598

We are currently trying to collect as many parameters as possible. If you have any parameters that you would like to 'donate' to Moore's Microware, we would be more than glad to receive them. For any parameters we receive, we will give credit towards the next guide or update.

The additional parameter file contains many parameters that were left out of the Locksmith parameter file, because of their new policy concerning backups.

The advanced parameter file contains steps to 'break' or take out the copy protection of certain programs. Many different methods are used to do this. These steps are for the advanced user.

Moore's Microware cannot be responsible for any damages caused by using these parameters. Moore's Microware also cannot be responsible if the parameters do not work. These parameters are provided not for illegal purposes but for back-up only.

For ordering information please contact Moore's Microware at the address below. Dealer inquiries welcome.

Thank you,

Mike Moore  
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417 Persimmon Road  
Walnut Creek, CA 94598  
The Source ID# TCT492



# NIBBLES AWAY II PARAMETERS

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THE USER ASSUMES ALL RESPONSIBILITY FOR THE USE OF THIS INFORMATION!

N O T E: Those parameters which are followed by one or more asterisks (\*) have been contributed by NIBBLES AWAY II users, and have not been tested by COMPUTER:applications Inc.

## COMPANY NAME:

| PROGRAM NAME | COPY TRACKS | PARAMETERS TO CHANGE |
|--------------|-------------|----------------------|
|--------------|-------------|----------------------|

|                          |           |                                 |
|--------------------------|-----------|---------------------------------|
| Adventure International: |           |                                 |
| Eliminator -----         | 0-21..... | Addr=D5 AA 96                   |
|                          |           | SECTMOD [F=16,C=OFF,T=03,S=0D]  |
|                          |           | Change address 2E from 20 to EA |
|                          |           | Change address 2F from 30 to EA |
|                          |           | Change address 30 from 72 to EA |

## Apple Computer:

|                     |           |                |
|---------------------|-----------|----------------|
| Visicalc /// -----  | 0-22..... | SYNC           |
| Apple Writer /// -- | 0-22..... | SYNC           |
| Apple Logo -----    | 0-22..... | Addr D5 AA 96  |
|                     | 1-1.....  | Addr AA D6 EE  |
|                     |           | NIBBLE COUNT=Y |
|                     |           | FIND MAX=03    |
|                     |           | SHIFT N+ = 08  |
|                     |           | SHIFT N- = 00  |

|                     |           |                             |
|---------------------|-----------|-----------------------------|
| Apple Writer II --- | 0-2.....  | Addr D5 AA DA (or D5 AA DB) |
| (Corrected)         | 3-22..... | Addr D5 AA 96               |

|                   |          |                                 |
|-------------------|----------|---------------------------------|
| Super Pilot ***** | 0-0..... | Addr=D5 AA 96                   |
|                   | 2-22     |                                 |
|                   |          | SECTMOD [F=16,C=OFF,T=0,S=0A]   |
|                   |          | Change address 79 from 43 to EA |
|                   |          | Change address 7A from 41 to EA |
|                   |          | Change address 7B from C6 to EA |

## ART SCI INC.

|                     |           |                          |
|---------------------|-----------|--------------------------|
| Magic Window *****  | 0-0.....  | Addr=FC FF FF            |
| Magic Mailer        | 1-22..... | Addr=D5 AA B5            |
| Magic Window II *** | 0-22..... | Addr=D5 AA 96            |
|                     |           | SYNC SIZ=0A, FIX AMNT=04 |

## Automated Simulations:

|                     |           |               |
|---------------------|-----------|---------------|
| Temple of Apshai ** | 0-22..... | Addr=D5 AA B5 |
|---------------------|-----------|---------------|



A v a n t e - G a r d e   C r e a t i o n s  
 Zero Gravity Pinball 0-22.....Addr=D5 AA B5  
 Hi-Res Golf  
 Hi-Res Secrets \*\*\*\*\* 0-22.....Addr=D5 AA 96  
 Air Traffic Cont. \*\* 0-22.....Addr=D5 AA B5

A D O   S O F T W A R E  
 Super Puckman \*\*\*\*\* 0-0.....Addr=D5 AA D5  
                                   1-E.....Addr=DD AD DA

B P I: (REVISED)  
 Accounting ----- 0-22.....Addr=D5 AA 96  
     System                    FIX AMNT=04,   GAPBYTE1=C8  
                                   GLOBAL MOD BYTE D972 from 03 to 00  
                                   11-11.....Ins=AD FB E6 FF E6  
                                   SYNC SI2=0A

B r o d e r b u n d   S o f t w a r e :  
 Apple Panic ----- 0-D  
 Genetic Drift ----- 0-0.....Addr=D5 AA B5  
                                   1-3.....Addr=BB D5 BB  
                                   4.5-6 by 1.5  
                                   7.5-B.5  
                                   D-D.....Addr=D4 D5 BB  
                                   E.5-12.5.....Addr=AD B5 DE  
 Space Quarks ----- 0-0.....Addr=D5 AA B5  
                                   1-2.....Addr=FF DF DE, DATA MAX=25  
                                   3.5-5.5  
                                   7-9 by 2  
                                   A.5-B.5  
                                   D-15  
  
 Space Warrior ----- 0-0.....Addr=D5 AA B5, DATA MAX=30  
                                   2.5-3.5.....Addr=DF AD DE  
                                   5-8 by 3  
                                   6.5-6.5  
                                   A-10 by 3  
 Warlords \*\*\*\*\* 0-F.....Addr=D5 AA B5  
  
 Tawala's Last \*\*\*\*\* 0-22.....Addr=D5 AA B5  
     Redoubt

B u d g e t :  
 Raster Blaster ----- 0-0.....Addr=D5 AA 96, SYNC  
                                   DATA MIN=18, DATA MAX=40  
                                   5-11 by 4.....Addr=AD DE, DATA MIN=13, SYNC  
                                   6-12 by 4.....SYNC  
                                   7.5-F.5 by 4...SYNC  
                                   1.5-3.5 by 2...SYNC

C A L I F O R N I A   P A C I F I C  
 Ultima \*\*\*\*\* 0-22.....Find Max = 0B



Cavalier Computer:

Microwave ----- 0-22.....Addr=D5 AA 96  
                            SECTMOD [F=16,C=ON,T=02,S=01]  
                            Change address DA from A9 to AD  
                            Change address DB from 60 to 03  
                            Change address DC from 8D to 81  
                            Change address DD from 7E to 60

Central Point Software:

Copy II Plus \*\*\*\*\* 0-2.....Normal  
                                    Del Byte =20

C. P. U. Software:

Oil Rig \*\*\*\*\* 0-0.....Addr=D5 AA 96  
                            1-22.....Ins=B2 AC AB AB AB

Continental Software:

Guardian ----- 0-1.....Addr=D5 AA B5  
                            2-11.....Addr=D6 AA B5  
                                    Ins=DF AA EB F7, SYNC SIZ=0A

LA Land Monopoly \*\* 0-2.....Addr=D5 AA B5

                            3-22.....Addr=D6 AA B5

3-D Skiing \*\*\*\*\* 0-22.....Addr=D5 AA B5

Data Most:

County Fair ----- 0-22.....Addr=D5 AA B5  
Snack Attack            SECTMOD [F=13,C=OFF-S=03,T=00]  
                            Change address 63 from 38 to 18

Snack Attack ----- 0-22.....Addr=D5 AA B5  
(revised)            SECTMOD [F=13,C=off,S=01,T=00]  
                            Change address 39 from 38 to 18

Swashbuckler ----- 0-22.....Addr=D5 AA 96

Casino 21            SECTMOD [F=16,C=OFF,S=03,T=00]  
                            Change address 42 from 38 to 18

Canyon Climber ---- 0-2.....Addr=D5 AA 96  
                            SYNC SIZ=0A, FIX AMNT=04

                            11-17

                            SECTMOD[F=16,C=OFF,T=00,S=01]  
                            Change address 48 from 00 to 84  
                            Change address 49 from 9B to 9D

Space Kadet \*\*\*\*\* 0-22.....Addr=D5 AA 96

Mars cars            Override Standardizer

Crazy Mazey

Tax Beater \*\*\*\*\* 0-22.....Addr=D5 AA 96

REAP                    SECTMOD [F=16,C=OFF,T=0,S=03]  
                            Change address 42 from 38 to 18

Money Muncher \*\*\*\*\* 0-22.....Addr=D5 AA 96



Tubway, Aztec  
Tharolian Tunnels

Data Soft:

Dung Beetles ----- 0-0.....Addr=D5 AA B5  
1-1.....Addr=F5 F6 F7  
4-22  
    SECTMOD [F=13,C=ON,T=00,S=01]  
        Change address 6D from 01 to 7B  
        Change address 6E from 61 to 69

Eduware:

The Prisoner \*\*\*\*\* 0-22.....Sync  
Algebra I \*\*\*\*\* 0-22.....Addr=D5 AA B5  
Empire 1 World \*\*\*\* 0-22.....Addr=D5 AA 96  
Builders 3-3.....Nibble Count  
  
Prisoner II \*\*\*\*\* 0-22.....Addr=D5 AA 96  
    SECTMOD [F=16,C=ON,T=1F,S=0E]  
        Change address D5 from AD to 2F  
        Change address D6 from 99 to AF  
        Change address D7 from F0 to 32  
  
Rendezvous \*\*\*\*\* 0-22.....Addr=D5 AA 96  
    OVERRIDE NIBBLE FILTER

FRONTIER COMPUTING

Adventure \*\*\*\*\* 0-22.....Addr=D5 AA 96  
(colossal cave)

Gebelli Software:

Firebird ----- 0-0.....Addr=DD AD DA, SYNC  
1.5-B.5.....SYNC

HAYDEN

Sargon II \*\*\*\*\* 0-2.....Addr=D5 AA B5  
4-1A.....Addr=D5 AA F7

Howardsoft:

Tax Preparer ----- 0-22.....Addr=D5 AA 96

IDS:

Prism Print \*\*\*\*\* 0-21.....Addr=D5 AA 96  
    Override Standardizer  
    SECTMOD [F=16,C=ON,T=21,S=00]  
        Change address 27 from FB to 22

In focom:

Deadline ----- 0-22.....Addr=D5 AA 96  
StarCross \*\*\*\*\* 0-22.....Addr=D5 AA 96

# INFORMATION UNLIMITED

Easy Writer Pro. \*\* 0-22.....Addr=D5 AA B5

## Innovative Design Software:

Pool 1.5 ----- 0-15.....Addr=D5 AA B5

1E-21

SECTMOD[F=13,C=OFF,T=0B,S=07]

Change address 6A from 8D to 60

SECTMOD[F=13,C=OFF,T=00,S=03]

Change address 63 from 38 to 18

## Insoft:

Electric Duet \*\*\*\*\* 0-22.....Addr=D5 AA 96

Ins= DE AA EB

Override Standardizer

Fix Amnt=04 Sync Siz=0A

## Int'l Software MKTG

Math Magic \*\*\*\*\* 0-22.....Normal

## KRELL SOFTWARE

Logo \*\*\*\*\* 0-22.....Normal

(1B error ok)

SECTMOD [F=16,C=ON,T=02,S=03]

Change Address 5B from D0 to EA

Change Address 5C from 03 to EA

## LJK Enterprises:

Letter Perfect ---- 0-22.....Addr=D5 AA B5

## Learning Company

Bumble Games \*\*\*\*\* 0-22.....Addr=D5 AA 96

Bumble Plot NOTE: Write Protect before booting!

Rocky's Boots

Juggler's Rainbow

## Level 10 Software:

Neutrons ----- 0-22.....Addr=D5 AA 96

Kaves of Karkhan

Rings of saturn \*\*\* 0-22.....Addr=D5 AA 96 Sync

## Lightning Software:

Master Type ----- 0-2.....Addr=D5 AA B5

3-22.....Addr=D4 AA B5

(Error on \$1B OK)

SECTMOD [F=13,C=OFF,S=03,T=00]

Change address 63 from 38 to 18

SECTMOD [F=13,C=OFF,S=0A,T=02]



Change address 2E from 23 to 2E

M a g n a S o f t:

Tunnel Terror ----- 0-0.....Addr=D5 AA B5  
1-12.....Addr=D6 AA B5  
Ins=DF AA D7 EB, SYNC SIZ=0A

M i c r o L a b:

Peeping Tom ----- 0-0.....Addr=D5 AA B5  
1-1.....Addr=F5 AB BE  
4-22  
SECTMOD [F=13,C=ON,T=00,S=01]  
Change address 6D from 01 to 7B  
Change address 6E from 60 to 68

Roach Hotel ----- 0-0.....Addr=D5 AA B5  
1-1.....Addr=EE EA FE  
4-22  
SECTMOD [F=13,C=OFF,T=00,S=01]  
Change address 75 from 01 to 7B  
Change address 76 from 61 to 69

VisiFactory ----- 0-22.....Addr=D5 AA 96  
SECTMOD [F=16,C=OFF,T=00,S=03]  
Change address 42 from 38 to 18  
SECTMOD [F=16,C=OFF,T=01,S=00]  
Change address 84 from 4C to AD  
Change address 85 from 8E to E9  
Change address 86 from AE to B7

Invoice Factory --- 0-22.....Addr=D5 AA 96

Jigsaw \*\*\*\*\* 0-0.....Normal  
A-17.....Normal  
1-9.....Addr=D3 96 F2

Visiblend \*\*\*\*\* 0-22.....Addr=D5 AA 96  
(Errors on trks 3 & 4 OK)  
SECTMOD[F=16,C=OFF,T=00,S=03]  
Change address 42 from 38 to 18  
SECTMOD[F=16,C=OFF,T=01,S=00]  
Change address 84 from 4C to AD  
Change address 85 from BE to E9  
Change Address 86 from AE to B7

Miner 2049er \*\*\*\*\* 1-22.....Addr=D3 96 F2  
0-0.....Addr=D5 AA 96, USE NIBBLE COUNT

M i c r o s o f t:

Olympic Decathalon\* 0-22.....Addr=D5 AA B5

M i n d S y s t e m s Inc:

AirSim 1 ----- 0-2.....Addr=D5 AA B5  
8-F  
3-7.....Addr=FF FF AB

Spitfire \*\*\*\*\* 0-2.....Addr=D5 AA 96  
8-F  
3-7.....Addr=FF FF AB

M i n d T o y s:

Jabbertalky ----- 0-22.....Addr=D5 AA 96  
Ricochet ----- 0-22.....Addr=D5 AA 96

M U S E:

Best of MUSE \*\*\*\*\* 0-22.....Sync  
Three Mile Island  
Global War  
Know Your Apple \*\*\* 0-22.....Addr=D5 AA B5

N i k r o m T e c h n i c a l P r o d u c t s:

Master \*\*\*\*\* 0-2.....Addr=D5 AA 96  
Diagnostics +Plus 3-3.....Addr=D7 AA 96  
5-22.....Addr=D7 AA 96

O n l i n e S y s t e m s:

Cranston Manor ---- 0-22.....ERASE DEST TRACKS  
Expediter I[] ----- 0-22.....Addr=D5 AA 96  
ERASE DEST TRACKS

Gobbler ----- 0-22.....Addr=D5 AA B5  
ERASE DEST TRACKS

Jaw Breaker ----- 0-22.....Addr=D5 AA B5  
ERASE DEST TRACKS

Hires Adv #1 ----- 0-22.....Addr=D5 AA B5  
Hires Adv #2 ----- 0-22.....Addr=D5 AA B5  
Paddle Graphics --- 0-23.....Addr=D5 AA B5  
Hires Soccer ----- 0-22.....Addr=D5 AA B5, SYNC  
Thrilogy ----- 0-22.....Addr=D5 AA B5, SYNC  
Hires Cribbage ---- 0-22.....Addr=D5 AA B5, SYNC  
Missile Defense --- 0-22.....Addr=D5 AA B5, SYNC

Marauder ----- 0-22.....Addr=D5 AA 96, Override  
Standardizer  
SECTMOD [F=16,C=0N,T=03,S=07]  
Change Address 90 from A8 to 60

Marauder \*\*\*\*\* 0-22.....Addr=D5 AA 96, OVERRIDE  
STANDARDIZER  
SECTMOD [F=16,C=0N,T=11,S=07]  
Change Address 90 from A8 to 60

Pegasus I[] ----- 0-22.....Addr=D5 AA B5  
ERASE DEST TRACKS

ScreenWriter I[] --- 0-22.....Addr D5 AA 96  
Sync Siz=0A, Fix Amnt=04  
SECTMOD [F=16,C=0N,T=03,S=0B]



```

Change Address 94 from 20 to EA
                95 from 00 to EA
                96 from 7F to EA
SECTMOD [F=16,C=ON,T=13,S=04]
Change Address 4D from 20 to EA
                4E from 00 to EA
                4F from 60 to EA

Softporn ----- 0-22.....Addr=D5 AA B5
Adventure 3.2                      ERASE DEST TRACKS

Softporn ----- 0-22.....Addr=D5 AA 96
Adventure 3.3                      ERASE DEST TRACKS

Threshold ----- 0-22.....Addr=D5 AA B5
                                ERASE DEST TRACKS

Ulysses & ----- 0-22.....Addr=D5 AA 96
Golden Fleece                      Erase DEST TRACKS

Time Zone (V1.0)
Disks A-L ---- 0-22.....Addr=D5 AA 96, 'OVERIDE
                                STANDARDIZER'
then Disk A ----- SECTMOD [F=16,C=ON,T=03,S=05]
                    Change address 5B from 4C to 60
                    SECTMOD [F=16,C=ON,T=03,S=03]
                    Change address AB from A9 to 60

Cannonball Blitz -- 0-22.....Addr=D5 AA 96
                    SECTMOD [F=16,C=ON,T=17,S=0E]
                    Change address CD from 49 to 60

Mouskattack ----- 0-22.....Addr=D5 AA 96
                    SECTMOD [F=16,C=ON,T=18,S=03]
                    Change address B1 from 49 to 60

General Manager *** 0-22.....Addr=D5 AA 96
V1.5                      SECTMOD [F=16,C=ON,T=1F,S=0E]
                        Change address C1 from -- to 4B
                        Change address C2 from -- to E0
                        Change address C3 from -- to 49
                        SECTMOD [F=16,C=ON,T=21,S=01]
                        Change address 2E from -- to 60

Sabotage ***** 0-22.....Normal
Alien Rain
Snoggle ***** 0-22.....Addr=D5 AA B5

Time Zone V1.1 **** 0-22.....Addr=D5 AA 96
                    SECTMOD [F=16,C=ON,T=03,S=0B]
                    Change Address F0 from 20 to EA
                    Change Address F1 from 00 to EA
                    Change Address F2 from 17 to EA

The Artist ***** 0-22.....Addr=D5 AA 96

```

SECTMOD[F=16,C=ON,T=05,S=0A]

Change address B0 to EA

Change address B1 to EA

Change address B2 to EA

SECTMOD[F=16,C=ON,T=05,S=0B]

Change address 35 to EA

Change address 36 to EA

Change address 37 to EA

Change address D4 to 60

SECTMOD[F=16,C=ON,T=05,S=0B]

Change address 90 to 60

SECTMOD[F=16,C=ON,T=1C,S=07]

Change address 4D to EA

Change address 4E to EA

Change address 4F to EA

Hi-Res Football \*\*\* 0-22.....Addr=D5 AA 96, SYNC

Mission Asteroid \*\* 0-22.....Addr=D5 AA B5

O P T I M I Z E D   S Y S T E M S   I N C

Speed Read+ \*\*\*\*\* 0-22.....Normal

P e n g u i n   S o f t w a r e :

Pie Man ----- 0-22.....Addr=D5 AA 96

Spy's Demise \*\*\*\*\* 0-22 by 2.....Addr=D5 AA 96

Transylvania        1-21 by 2.....Addr=D4 AA 96

P e r s o n a l   B u s i n e s s   S y s t e m s :

Executive ----- 0-22.....Addr=D5 AA 96

Secretary

P h o e n i x   S o f t w a r e :

Zoom Grafix ----- 0-0.....Addr=D5 AA 96, Ins=DD AA ED B5

Sync Siz=0A

1-22.....Addr=D4 AA 96

Zoom Graphics \*\*\*\*\* 0-22 by 2.....Addr=D5 AA 96

2nd Edition                      Ins=DD AA ED B5

96

N O T E: Write Protect before booting!!

Adventure In Time \* 0-C.....Normal

Birth of the \*\*\*\*\* 0-9.....Normal

Phoenix

Sherwood Forest \*\*\* 1-1E.....Addr=D5 AA 96, Ins=EA AA EB 99

SYNC SIZ=0A, OVERRIDE SYNC CONVERT

P i c a d i l l y   S o f t w a r e :

Suicide ----- 0-0.....Addr=D5 AA B5

11.5-22 by 1.5.Addr=DF AD DE

Star Blaster ----- 0-0.....Addr=D5 AA 96  
7-20 by 1.5....Addr=DF AD DE

Falcons \*\*\*\*\* 0-0.....Addr=D5 AA B5  
1.5-4.5x1.5....Addr DF AD DE  
5.5-5.5x1  
7-Ax1  
8.5-E.5x1.5  
10-12x1  
13.5-14.5x1  
16-19x1.5  
1A-1B.5x1.5

P r o f e s s i o n a l   S o f t w a r e   T e c h n o l o g y :

Executive ----- 0-22.....Addr=D5 AA 96, Override  
Standardizer

Briefing System      SECTMOD [F=16,C=ON,T=21,S=00]  
Change Address 27 from FB to 22

Q u a l i t y   S o f t w a r e :

Bag of Tracks \*\*\*\*\* 0-0.....Addr=D5 AA B5, Ins=DF AA EF EF  
SYNC SI2=0A  
1-15.....Addr=D5 AA B5

R i v e r b a n k   S o f t w a r e

International ----- 0-C.....Addr=FF FF FF AA  
Grand Prix

S e n s i b l e   S o f t w a r e :

Image Printer \*\*\*\*\* 0-2.....Addr=D5 AA 96  
3-7.....Addr=F7 AA 96  
9-22  
SECTMOD [F=16,C=OFF,T=0,S=03]  
Change address 42 from 38 to 18  
SECTMOD [F=16,C=OFF,T=2,S=03]  
Change address 2A from 2C to 4C  
Change address 2B from 06 to 5D  
Change address 2C from B7 to B4

Super Disk Copy \*\*\* 0-22.....Addr=D5 AA 96  
(Version 3.7)                      Errors OK

The Bug \*\*\*\*\* 0-0.....Normal  
15-15.....Gap Byte 2=FF  
Gap Size=10  
16.5-16.5

S e n t i e n t   S o f t w a r e

Gold Rush ----- 0-22.....Addr=D5 AA 96

S i l i c o n   V a l l e y   S o f t w a r e :

Word Handler II --- 0-0.....Addr=D5 AA 96  
11-22  
1-C.....Addr=FF DF DE



Word Handler II \*\*\* 0-0C.....Addr=FF DF DE  
 11-22.....Addr=D5 AA 96

S i r i u s   S o f t w a r e :

Autobahn ----- 0-0.....SYNC  
 4-6.....SYNC  
 9.5-C.5.....SYNC

Beer Run, Epoch --- 0-0.....Addr=DD AD DA, DATA MAX=25, SYNC  
 Copts & Robbers,    1.5-13.5.....SYNC  
 Hadron, Snake Byte

NOTE: Errors will begin to occur somewhere between track C.5 and  
 track 13.5, depending on the particular disk. This is normal.

Escape From \*\*\*\*\* 0-2.....Addr=D5 AA 96  
 Rugistein            3-21.....Addr=D5 AA F7  
 22-22.....Datamover

Gorgon ----- 0-0.....Addr=DD AD DA, DATA MAX=25, SYNC  
 1.5-C.5.....SYNC  
 E.5-E.5.....SYNC  
 D.5-D.5.....Addr=D5 AA B5, SYNC

Sneakers ----- 0-0.....Addr=DD AD DA, SYNC  
 1.5-C.5.....SYNC  
 D.5-D.5.....Addr=D5 AA B5, SYNC

Gamma Goblins ----- 0-0.....Addr=DD AD DA, SYNC  
 1.5-B.5.....SYNC  
 D-D.....Addr=FF FF FF D5 AA EE  
 DATA MAX=30

Orbitron ----- 0-0.....Addr=DD AD DA, DATA MAX=25, SYNC  
 1.5-E.5.....SYNC  
 F.5-F.5.....Addr=FF B5 D5 AA

Outpost ----- 0-0.....Addr=DD AD DA, SYNC  
 1.5-9.5.....SYNC  
 B.5-B.5.....Addr=D5 AA AD, DATA MAX=25

Pulsar II ----- 0-C  
 13-19  
 1A.5-1D.5

Dark Forest ----- 0-0.....Addr=DD AD DA, SYNC  
 1-22.....Addr=D5 AA A5, SYNC  
 (Errors on 6-8 and last few tracks OK)

Twerps ----- 0-0.....Addr=DD AD DA, SYNC  
 1.5-E.5.....SYNC  
 1A-1A

Borg ----- 0-0.....Addr=DD AD DA, SYNC

```

Wayout ----- 0-1C.....Addr=AD DA DD
                22-22.....Addr=AA D5 D5 FF D6 FF FD
                21-21.....Addr=AA,  USE NIBBLE COUNT
                        SYNC SIZ=0A, MATCH NM=06

Kabul Spy ***** 0-21.....Addr=D5 AA 96
(both sides)      SECTMOD [F=16,C=OFF,T=0,S=0
                  Change address 49 from 20 to EA
                  Change address 4A from 03 to EA
                  Change address 4B from 20 to EA

Kabul Spy ***** 0-0.....Addr=D5 AA 96
(Side 1)          1-21.....Addr D5 AA F7
                22-22.....Addr=AA D5 D5 BD BD
                  SECTMOD [F=16,C=OFF,T=0,S=0
                  Change address 49 from 20 to EA
                  Change address 4A from 03 to EA
                  Change address 4B from 20 to EA
(Side 2)***** 0-21.....Addr=D5 AA F7

Dark Forest ***** 0-22.....Addr=D5 AA B5
                        Override Glitch detect

Freefall ***** 0-B.....Addr=AD DA DD
                20-20.....Addr=FE AA D5 D5 FD FB
                22-22.....Addr=AA D5 D5 FF D6 FF FD
                21-21.....Addr=AA  USE NIBBLE COUNT=Y
                        SYNC SIZ=0A, MATCH NM=06

E-Z Draw 3.3 ***** 0-B.....Addr=D5 AA 96
                    D-22
                    C-C.....Addr=BE AB EB

S o f t a p e :
Photar ----- 0-22.....Addr=D5 AA 96
Draw Poker ----- 0-22.....Addr=D5 AA B5
Night Crawler ***** 0-22.....Addr=D5 AA 96

S o f t w a r e   P u b l i s h i n g   C o r p

PFS/PFS Report **** 0-13.....Addr=D5 AA 96
                        Override Standardizer
                        Gap Byte 1=C0, Gap Byte 2=D0
                        Filter=C0-C8 (no inverse)
                        N O T E: Write Protect before booting!!

PFS Graph ***** 0-22.....Addr=D5 AA 96
                        Override Standardizer
                        Gap Byte 1=C0, Gap Byte 2=D0
                        Filter=C0-C8 (no inverse)
(For above 2, SYNC SIZ=0A may help)

```

Special Delivery Software:

Personal ----- 0-22.....Addr=D5 AA 96

Finance Manager

Utopia Graphics \*\*\* 0-22.....Addr=D5 AA 96

System

Turn on 3.3 filter

SECTMOD [F=16,C=ON,T=0,S=0]

Change address 42 from 38 to 18

Galactic Wars \*\*\*\*\* 0-22.....Addr=D5 AA 96

Bridge Tutor

Software:

DB Master (old) --- 0-5.....Addr=D5 AA 96

6.5-22.5

DB Master (new) --- 0-5.....Addr=D5 AA 96, SYNC

6.5-22.5

DB Master \*\*\*\*\* 0-5.....Addr=D5 AA 96, Sync

Utility pac #1 6.5-22.5.....Sync

DB Master 3.02

Strategic Simulations:

Cartels & ----- 0-0.....Addr=D5 AA B5

Cuthroats 2-22.....Addr=D5 D5 DE

Operation 1-1.....Addr=D5 AA DA FF

Apocalypse

Cartels & \*\*\*\*\* 0-0.....Addr=D5 AA 96

Cuthroats V1.1 1-22.....Addr=D4 AA B7

Torpedo Fire ----- 0-22.....Addr=D4 AA B7

Southern Command

Battle of Shiloh \*\* 0-22.....Addr=D4 AA B7

Warp Factor

Computer Air \*\*\*\*\* 0-22.....Addr=D4 AA B7

Combat

S.Hoot E.M. \*\*\*\*\* 0-22.....Addr=D4 AA B7

U.P.I.N.S.PACE

S.E.I.U.S.

President elect \*\*\* 0-22.....Addr=D4 AA B7

Computer QB \*\*\*\*\* 0-22.....Addr=D4 AA B7

Sublogic:

FS-1 ----- 0-0

1.5-21 by 1.5...Addr=D5 AB BF

REDUCED ERROR CHECK

7-8.....REDUCED ERROR CHECK

9.5-9.5.....REDUCED ERROR CHECK





```

Visicalc III ***** 0-22.....Addr=D5 AA 96  Sync
Advanced (loader)
Advanced(program)** 0-22.....Addr=D5 AA 96, Ins=DE AA EB
                          Sync Siz=0A, Fix Amnt=04

Visidex ----- 0-22.....Addr=D5 AA 96, Ins=DE AA EB FD
                          SYNC SIZ=0A, FIX AMNT=04

Visiterm ----- 0-22.....Addr=D5 AA 96, Ins=DE AA EB FC
                          SYNC SIZ=0A, FIX AMNT=04

Visitrend ----- 0-22.....Addr=D5 AA 96, Ins=DE AA EB
/Visiplot                          SYNC SIZ=0A, FIX AMNT=04

Desktop Plan II --- 0-22.....Addr=D5 AA 96, Ins=AA EB FD
                          SYNC SIZ=0A, FIX AMNT=04

Visifile ----- 0-22.....Addr=D5 AA 96, Ins=DE AA EB
                          SYNC SIZ=0A, FIX AMNT=04

Visischedule----- 0-22.....Addr=D5 AA 96, Ins=DE AA EB EC
                          SYNC SIZ=0A, FIX AMNT=04

X P S   S o f t w a r e :
Apple Cillin----- 0-D.....Addr=D5 AA 96
Apple Cillin ***** 0-0.....Addr=D5 AA 96
                      1-22.....Addr=D5 AA B5
                      11-11.....Addr=D5 AA 96

```



## LOCKSMITH 4.1 PARAMETERS

-----

LOCKSMITH 4.1 IS THE MOST CURRENT VERSION. IF YOU ARE A REGISTERED OWNER OF LOCKSMITH, YOU WILL BE NOTIFIED WHEN A NEW LOCKSMITH VERSION IS AVAILABLE.

TO ACCESS OUR SOURCE FILES TYPE FROM COMMAND:

'BASIC\ SFILES\TCA640\TCA640.LOCK'

ALL SOURCE FILES LISTED BELOW WILL THEN BE AVAILABLE FROM A MENU.

SEE SOURCE file TECHNICAL.NOTES for additional information on how to use the LOCKSMITH program (LOCKSMITH TECHNICAL NOTES).

SEE SOURCE file LOCKSMITH.EXAMPLE for an example of how PARAMETER information is entered.

SEE SOURCE file PARAMETERS for Parameter information.

If ever there is to be a name change due to any reason, SOURCE users can look under 'POST' AND 'APPLE' along with our user name 'TCA640' for info on the new name.

For those customers who have LOCKSMITH 4.1 and WATSON, there is now a patch available. It is: WTDDY/TYM/AY/ERMGAY/LXQWF/

Please remember that this 'Patch' is for LOCKSMITH 4.1 only! You may update your LOCKSMITH 4.0 to LOCKSMITH 4.1 at no charge by sending your LOCKSMITH disks to us by registered mail (please include a letter requesting an update and your return address).

If your LOCKSMITH disk is a version previous to LOCKSMITH 4.0 then a \$20.00 (U.S. FUNDS) payment should be included with your request for updating (for orders to be returned outside of North America, an additional \$5.00 (U.S. FUNDS) payment for shipping must be included).

If you have not done so already please send in your LOCKSMITH REGISTRATION CARDS as we cannot give technical advice without your card on file. Also provide your serial number on all correspondence to us by mail (including SOURCE MAIL), or whenever you reach us by telephone. Thank you.

This file may be reproduced in part or its entirety so long as it is not altered.

OMEGA will not provide parameters for any business or utility program that provides an archival (backup) disk along with the original at the 'POINT OF SALE'. In addition, OMEGA will not provide parameters for the following vendors of games because they have a replacement policy of \$6.00 or less with the return of the original. Contact the vendor of the program for information. Software vendors wishing to be added to this list should send a letter to us describing their backup and replacement policies.

DATAMOST, SUB-LOGIC, SIR-TECH, SIERRA, BRODERBUND, ACCENT SOFTWARE,



SYNERGISTIC SOFTWARE, GEBELLI SOFTWARE, SENTIENT, ON-LINE SYSTEMS,  
AUTOMATED SIMULATIONS

To our LOCKSMITH customers:

Due to a dramatic increase in the number of requests for information on LOCKSMITH parameters, we would like to inform you of the process for acquiring this information.

Subscribers to the SOURCE can access our public files for the latest list. This file is updated regularly. If a program doesn't appear on this list, it is unlikely that we have the information in the office. This is because we will be updating the files whenever we get new information and that updating will be done within 48 hours after its receipt.

In order to better serve a greater number of callers, we will not issue specific parameters over the phone. For those who desire a monthly list, we will accept postage paid legal-size envelopes sent to us and will mail parm lists as they change. This way you will be able to receive a 'subscription' to the list without having to phone us. Please indicate the date of the last 'Parameter List' that you have to avoid duplication.

Omega also maintains a bulletin board that contains these files. It may be accessed by phoning (modem only) 312-648-0307 days between 5pm and 8am and weekends between 5pm Friday and 8am Monday Central Time.

Omega Microware, Inc. issues these parms as a Customer Service. We do not guarantee that the parms will backup all versions of a particular program.

When attempting to use the 'NIBBLE-EDITOR' option in LOCKSMITH, be aware that you must have a good understanding of 'DOS', machine language interpretation and be willing to experiment. These are qualities that OMEGA MICROWARE, INC. cannot transfer to you. These prerequisites must come from your own learning experience.

The following information is offered as suggested reading material for an insight into how regular 'DOS' works. Proper understanding of 'DOS' is a prerequisite to the analysis of how a protected disk is formatted.

1. The DOS Manual by Apple Computer, Inc., 1980.
2. Beneath Apple DOS, Quality Software, 1981. By Don Worth & Pieter Lechner.

In addition to these books, the use of 'Disk Utilities' such as OMEGA'S 'THE INSPECTOR' and 'WATSON' may help you to better comprehend the subject matter contained therein.

SYMBOL    MEANING

-----

T        = tracks to copy

NORMAL = not synchronized  
: = data listed to the right is PARMS to be changed before  
copying track(s) indicated  
BY = shows track increment (1 if not otherwise indicated) (C/R  
defaults to 1)  
\*\* = user supplied. not verified as to accuracy

\*\*\*\*\* PLEASE BE SURE TO READ THE INSTRUCTIONS BELOW AS WELL AS THE  
INSTRUCTIONS CONTAINED IN YOUR LOCKSMITH MANUAL \*\*\*\*\*.

NOTE-When following instructions below, do each step in the order  
listed. Change parms before copying tracks indicated to the left of  
the colon. Previously entered parms remain as changed unless changes  
are indicated in subsequent lines. Where tracks are indicated with  
single number (Ex: 9.5 in FS-1 or T0 in many others) they are entered  
as both beginning and ending tracks

IF A PARTICULAR PROGRAM IS NOT LISTED, TRY T0-T22 NORMAL. PROGRAMS  
THAT ONLY REQUIRE T0-T22 NORMAL ARE NOT LISTED DUE TO SPACE  
CONSTRAINTS.

ADVANCED VERSION VISICALC FOR APPLE III

T0-T22 SYNC: 18=50 19=00 40=04 46=96 75=00 76=00 77=00 78=00  
79=12

AKALABETH \*\*

T0-T18 sync: 44=DD

ALIEN TYPHOON \*\*

T0-TE sync

ALIEN TYPHOON \*\*

T0 norm

T1-T5 by 1: 46=AD

T6-TE by 1: 44=DE

APPLEIDS \*\*

T0-T22 normal T3.5 normal T21.5 normal

APPLE LOGO (NO PARMS AVAILABLE BECAUSE A BACKUP DISK IS SUPPLIED AT  
THE POINT OF SALE)

APPLE PFM (NO PARMS AVAILABLE BECAUSE AN ARCHIVAL DISK IS SUPPLIED AT  
THE POINT OF SALE)

APPLE PILOT (NO PARMS AVAILABLE BECAUSE AN ARCHIVAL DISK IS SUPPLIED  
AT THE POINT OF SALE)

APPLE PRINT USING \*\*

T0-T23 sync

APPLE PROGRAM MANAGER

T0-T22: 10=04 16=40 46=96 51=00 53=0B 54=12 81=CF 82=F3 83=FC

APPLE WORLD

T0-T23

APPLE III BUSINESS GRAPHICS

(NO PARMS AVAILABLE BECAUSE AN ARCHIVAL DISK IS SUPPLIED AT THE  
POINT OF SALE)

APPLEWRITER III (NO PARMS AVAILABLE BECAUSE AN ARCHIVAL DISK IS  
SUPPLIED AT THE POINT OF SALE)

AUTOBAHN

T0 normal

T4-T6 sync: 74=00

T9.5-TC.5 sync

BANDITS

T0 NORMAL

T1.5-T1A.5 NORMAL

T1C.5-T1F.5 SYNC: 45=00 57=00 44=AE

BASIC MAILER

T0-T22: 4F=0B

BATTLE OF SHILOH \*\* Same as TORPEDO FIRE

BEER RUN \*\*

T0 : 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20

T1.5-TD.5 sync

BEER RUN \*\*

T0 norm

T1.5-TD.5 sync: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20 19=00

44=DD 45=AD 46=DA

BLADE OF BLACK POOL

T0 SYNC

T1.5-TF.5 NORMAL: AE=00

T11-T22 SYNC: 01=FF

BORG \*\*

T0 SYNC: 18=20 19=00 40=20 44=DD 45=AD 46=DA 72=00 73=00 77=00

78=00 79=12 7C=00

T1.5-TB.5 SYNC TD-T20 SYNC

BORG \*\*

T0: 18=20 19=00 40=20 4D=00 4E=00 52=00 53=00 54=12 57=00

72=00 73=00 77=00 78=00 79=12 7C=00 44=DD 45=AD 46=DA

T1.5-TC.5 SYNC

TD-T20 SYNC

BPI BUSINESS ACCTING SYSTEM (4 DISKS) (revised 10-26)

T0-T22: 19=00 21=02 58=19 59=06 5A=1A 5B=FF BD=44 BE=E6 BF=45

C0=FF C1=40 C2=01 C4=44 C5=D5 C6=45 C7=AA C8=40 C9=04

CA=00

BRAIN SURGEON OR MASTER DIAGNOSTICS PLUS

T0-T22 NORM

T4: 4C=1B 57=00 E9=02 D2=0

CARTELS AND CUTTHROATS \*\* Same as TORPEDO FIRE

CASTLE OF DARKNESS

T0 sync: 46=96

T1-T23 sync: 44=AB 45=AB 79=12

CASTLE WOLFENSTEIN

T0-T22 sync: 46=B5 79=12

COMPUTER AIR COMBAT

T0-T22: 25=19 65=00 6B=00

COMPUTER AMBUSH \*\* Same as TORPEDO FIRE

COMPUTER CONFLICT \*\* same as TORPEDO FIRE

COMPUTER FOOSBALL

T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20

T1.5-T9.5 BY 1 SYNC

TA SYNC

(IF ERROR 2 OCCURS ON TRACK 9.5 US MANUAL RETRY AND READ TILL NO ERROR)

COMPUTER NAPOLEONICS \*\* Same as TORPEDO FIRE

COMPUTER QUARTERBACK

T0-T22 NORM: 25=19 65=00 60=00

CONGLOMERATES COLLIDE \*\*

T0-T22 NORM



```

T1B: 36=01
CONGO
  T0-T22: 46=96 4D=00 4E=00 21=02 26=06 51=00
CONTEXT CONNECTION same as Desk Top Plan II
COPTS & ROBBERS
  T0: (parms same as Gorgon)
  T1.5-TF.5 by 1 sync: (parms same as Gorgon)
CRANSTON MANOR **
  T0-T22 normal
  T18: 53=00 44=D5 45=FE 4C=1B 57=00
CROSSWORD MAGIC
  T0-T22 sync: 46=96 75=00 76=00 77=00 78=00 79=12 4B=AA
CRUNCH, CRUMBLE & CHOMP **
  T0-T22 sync
CYBERSTRIKE
  T0 norm
  T4-TB sync: 46=F5 79=12
  T11-T1C sync: 46=B5
CYCLOD
  T0 NORMAL: 36=01
  T1.5-TE.5 SYNC: AE=00 1A=01 45=FF 60=00
  T1F-T20 NORMAL
DARK FOREST **
  T0-T22 sync
DARK FOREST **
  T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20
  T2-T22 by 1 sync: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20
                  19=00 44=D5 45=AA 46=AF
DATADEX
  T0-T2 sync: 79=12 46=96
  T3.5 sync
  T5-T22 sync
DATA FACTORY 5.0
  T0-T22 SYNC: 46=96 79=12 71=19 75=00 76=00 77=00 78=00 (boot
  copy when you get rapid beeping open door-press reset screen
  shows 'break in 5' close door-press reset)
DATA PLAN **
  T0-T22 sync
DB MASTER and UTILITIES DISK
  T0-T5 sync      T6.5-T22.5 BY 1 norm      (AFTER COPYING--Write
  Protect copy before running)
DB MASTER VER. 3.02 **
  T0 NORM
  T1-T5 SYNC
  T6.5-T21.5 NORM
  T22.5: 4D=00 46=96 54=12      (AFTER COPYING--WRITE PROTECT DISK
  BEFORE RUNNING)
DEAD LINE same as ZORK II **
DESK TOP PLAN II
  T0-22: 19=00 21=02 58=19 59=06 5A=1A 5B=FF BD=44 BE=EB BF=45
        C0=FD C1=40 C2=01 C4=44 C5=D5 C6=45 C7=AA C8=40 C9=04
        CA=00
DISK LIBRARY **
  T0-T22: 40=09 53=00 16=77 46=96 47=AA 48=AA 4B=AA 54=12 21=02
DISK ORGANIZER II **

```

T0 norm        T2-TB sync  
 T1: 4C=1B apply patch NC30 (vers. 4.0 only)  
      4C=1B 57=00 E9=04 (version 4.1 only)  
 DISK RECOVERY \*\*  
      T0 norm        T2-T4 sync        TA-TB sync  
 DRAGON GAMES  
      T0-T22 NORM  
      T4: 4C=1B 57=00 E9=02 D2=00  
 ELECTRIC DUET \*\*  
      T0-T22: 40=08 16=08 41=FF 19=00 81=DE 82=AA 58=0B 59=FF  
 EPOCH (revised as of 10-26)  
      T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20  
      T1.5-TF.5 by 1 sync: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20  
                          19=00 44=D5 45=AA 46=DA  
 ESCAPE FROM ARCTURUS  
      T0-T22 SYNC: 4D=00  
 ESCAPE FROM RUNGISTAN  
      T0-T22 NORMAL  
      T22 SYNC: 46=96  
 EXECUTIVE SECRETARY  
      T0-T22: 46=96 54=12  
 EXPEDITER  
      T0-22 normal (all versions)  
      T3 & T1F: 4C=1B D2=00 APPLY PATCH NC30 (version 4.0 only)  
                  4C=1B 57=00 E9=02 D2=00 (version 4.1 only)  
 FALCONS \*\*  
      T0 sync        T1.5-T19.5 by 1 sync  
 FALCONS \*\* (new as of 12-21-81)  
      T0 normal  
      T1.5-T4.5 by 1.5: 18=20 34=AA 44=DF 45=AD 46=FE  
          (If the above parms don't work try: 18=40 19=00 34=AA  
          40=40 44=DF 45=AD 46=00 4E=00 4D=00 52=00 53=00)  
      T5.5        T7-TA by 1        TB.5-TE.5 by 1.5        T10-T12 by 1  
      T13.5-T14.5 by 1        T16-T19 by 1.5        T1A-T1B.5 by 1.5  
 FINANCIAL CONTROLLER (all 5 disks) \*\*  
      T0-T22 sync  
 FLY WARS  
      T0: 4C=1B  
      T0-T1D NORMAL  
      TE.5-T22.5 SYNC: 54=12 7C=00  
 FOOSBALL  
      T0 NORMAL: 00=FE 01=DD 02=AD 03=DA 0B=0C  
      T1.5-T8.5 SYNC: 0F=01 10=01 12=7E 21=17 25=02  
      TA NORMAL  
      TC SYNC  
 FREEFALL  
      T0 NORMAL: 00=FE 01=DD 02=AD 03=DA 0B=0C  
      T1-T17: AA=01 01=FF AF=01  
      T11: 36=01  
 GAMMA GOBLINS \*\*        Same as SNEAKERS  
 GENETIC DRIFT  
      T0: 18=50 19=00 40=20 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00  
      T1-T3: 44=BB 45=D5 46=BB  
      T4.5-T6 by 1.5        T7.5-TB.5 by 1  
      TD: 44=D4 45=D5 46=BB

TE.5-T12.5: 44=AD 45=B5 46=DE

GOBBLER  
 T0-T22: 4E=00  
 T3: 4C=1B D2=00 45=BD 4E=01 34=FF 54=12 52=00  
 (NOTE- In this set of parms changing 4C to 1B will NOT  
 invoke NIBBLE COUNT preservation since parm D2 is set to  
 00.)

GOLDEN MOUNTAIN \*\*  
 T0 NORM  
 T1-TD BY 2 SYNC  
 T2-TE BY 2 NORM

GORGON (new as of 11-1-81)  
 T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20  
 T1.5-TE.5 by 1 sync: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20  
 19=00 44=DD 45=AD 46=DA

GORGON  
 T0 NORMAL  
 T1.5-E.5 by 1 normal: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20  
 19=00 44=DD

HAYDEN ALIBI \*\*  
 T0-2 NORM  
 T3-T22: 51=00 52=00 53=00 54=12 19=00 18=50 57=00 44=D4 46=B5  
 T1B: 4C=1B E9=02

HAYDEN APPLESOFT COMPILER  
 T0-T22 sync: 46=96 71=19 79=12  
 NOTE - Errors on T10-T1E OK. Also, very sensitive to drive  
 speed!!

HAYDRON \*\* Same as GORGON

HIRES GOLF \*\*  
 T0-T22 norm: 4E=00 46=B5 54=12

HIRES SECRETS  
 T0-T22: 46=96 54=12 34=FB

HOME ACCOUNTANT  
 T0-T22 NORMAL: 46=96 54=12

IMAGE PRINTER  
 T0-T7 SYNC  
 T9-T22 SYNC  
 T8: 4C=1B 57=00 E9=02 D2=00 44=FE 45=AB 54=12 50=00 51=00 52=00  
 53=00

INVOICE FACTORY (2 Disks)  
 T0-T22: 46=96 54=12

JELLYFISH  
 T0 SYNC: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00  
 40=20  
 T1.5-T1F.5 SYNC: AE=00 00=FF 1B=01 01=A0  
 T11: 4C=1B

KABUL SPY  
 T0: 4C=1B  
 T1.5-T10.5 SYNC  
 T11: 36=01  
 T12-T20: AE=1B 01=FF  
 T23: 4C=1B

LEMMINGS  
 T0 SYNC: 18=20 19=00 40=20 44=DD 45=AD 46=DA 72=00 73=00 77=00  
 78=00 79=12 7C=00

T1.5-TB.5 SYNC  
 TD-T20 SYNC  
 LETTER PERFECT  
     T0-T22: 44=00 45=D5 46=AA  
 MAGIC WINDOW and MAGIC SPELLER and MAGIC WORD  
     T0-T22: 4F=0B  
 MICRO BASEBALL \*\*  
     T0-T4 normal      T5-T22 sync  
 MICRO COURIER  
     T0-T22 normal: 46=96 54=12  
     T1F: 81=97 82=EB 40=08 16=08 41=FF 19=00 58=0B 59=FF  
 MICRO TELEGRAM      Same as MICRO COURIER  
 MICROWAVE  
     T0-T22 norm  
     T11: 4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)  
 MILLIKEN MATH  
     T0-T22: 4C=18 46=B5 54=12 50=00 51=00 52=00 53=00  
 MISSILE DEFENSE  
     T0-T22 sync  
 MULTI DISK CATALOG III \*\*  
     T0-T22 sync  
 OLYMPIC DECATHALON  
     T0-T22 sync: 46=B5 A8=00 71=18 79=12  
 OO-TOPOS  
     T0-T22: 21=02  
 OO-TOPOS (New Version) \*\*  
     T0-T22: 4D=00 4E=00 21=02 2C=06 48=EE 49=FF  
 ORBITRON (same as Gorgon)  
 OPERATION APOCALYPSE  
     T0-T22: 25=19 65=00 6B=00  
 OUTPOST (same as Sneakers)  
 PADDLE GRAPHICS  
     T0-T22 NORM  
     T23: 36=01  
 PALACE IN THUNDERLAND  
     T0-T22: 25=19  
 PEGASUS II  
     T0-T22 normal: 4E=00 (all versions)  
     T3: 4C=1B apply PATCH NC30 (version 4.0 only)  
         4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)  
                             (version 4.1 only)

\*\*\*\* NOTE FOR PFS USERS. THESE PARMS MAY WORK FOR SOME DISKS AND THEN NOT FOR OTHERS DUE TO THE PROTECTION SCHEMES IN EFFECT. PLEASE BE ADVISED THAT THESE PARMS BELOW ARE ALL THE INFORMATION THAT WE HAVE FOR THESE PARTICULAR PROGRAMS BY PFS. \*\*\*\*

PFS GRAPH  
     T0 NORMAL  
     T1.5-21 BY 1.5 NORMAL: 44=DB 45=AB 46=BF 4D=20 4E=00 54=12  
     T7-T8 NORMAL  
     T9.5 NORMAL (AFTER COPYING -- WRITE-PROTECT DISK BEFORE RUNNING)  
 PFS \*\* (OLD VERSION)  
     Same as PFS REPORTS (track 0 error may occur) After copying  
     --Write Protect disk before running!



PFS REPORTS (OLD VERSION)

T1-T13 normal

T0: 40=08 41=FF 16=08 19=00 58=0B 59=FF 54=12 12=02 44=93 45=F3  
46=FC 47=FF 81=93 82=F3 83=FC 84=FF

PFS (NEW VERSION)

Same as APPLE PROGRAM MANAGER

PFS & PFS REPORTS ANOTHER VERSION \*\*

T0-T22 NORM

T2:40=08 41=FF 16=08 19=00 58=0B 59=FF 54=12 12=02 44=93 45=F3  
46=FC 47=FF 81=93 82=F3 83=FC 84=FF (after copying Write  
protect before running!)

PHANTOMS FIVE

T0 normal T2-T1C: 44=DD

PHOTAR

T0-T22 SYNC

POOL 1.5

T0-T15: 21=02  
T1E-T21

PUCKMAN

T0: 54=12 T1-TD: 54=09

PULSAR II

T0 sync T1C.5-T1D.5 sync

T2-TC sync: 44=DD

T13-T19 sync T1A.5-T1B.5 sync

QUICK FILE FOR APPLE III (NO PARMS AVAILABLE BECAUSE A BACKUP IS  
SUPPLIED AT THE POINT OF SALE)

QUICK LOADER \*\*

T0 norm T2-T11 sync

RASTER BLASTER (for old RASTER BLASTER only)

T0 normal

T5-T11 by 4 sync: 44=AD 45=DE 53=00

T6-T12 by 4 sync T7.5-TF.5 BY 4 sync T1.5-T3.5 BY 2  
sync

RASTER BLASTER (New versions)

T0: 46=96 54=12

T5-T11 by 4 sync: 44=AD 45=DE 46=00 72=00 73=00 75=00 78=00  
79=12

T6-T12 by 4 sync T7.5-TF.5 by 4 sync T1.5-T3.5 by 2 sync

RETROBALL \*\*

T0, T4-T6, T9-TC, TE-T10, T12-T14, T17-T1D ALL NORMAL

T20-T22: 4D=00 4E=00

RINGS OF SATURN \*\*

T0-T2 sync T3-T22 normal T5 sync T9 sync

SABATOGE \*\*

T0-T22 norm

T3: 4C=1B Apply patch NC30 (version 4.0 only)

4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)  
(version 4.1 only)

SARGON II \*\*

T0-T1A norm: 19=00 54=12 47=FF 4C=18 48=FF 50=00 51=00 52=00  
53=00

SCREENWRITER II \*\* (THESE PARAMETERS MAY OR MAY NOT WORK, WE HAVE  
NO OTHER INFORMATION.)

T0-T22: 4D=00

SHATTERED ALLIANCE

T0-T22: 25=19

SHATTERED ALLIANCE (NEW)

T0: 4C=18 47=FF 53=0B 54=12

T1-T22: 44=D4 46=B7

SINGA SHAPE MANAGER \*\*

T0-T22 sync

SNAKEBITE \*\* same as GORGON

SNEAKERS

T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20

T1.5-TD.5 by 1 sync: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20

19=00 44=DD 45=AD 46=DA

SNOGGLE \*\*

T0-T9 norm

or

T0-TF norm T10.5-T11.5 sync

SOFTPORN ADVENTURE

T0-T22 normal (all versions)

T3: 4C=1B Apply PATCH NC30 (version 4.0 only)

4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)

(version 4.1 only)

SOUTHERN COMMAND \*\*

T0-T22: 25=19 6B=00 34=D5 35=AB

SPACE EGGS

T0 norm T2-6 norm T11-13 norm

T14-1A: 44=DD

SPACE QUARKS

T0: 18=50 19=00 40=20 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00

T1-T2: 44=AB 45=D4 46=AB

T3.5-T5.5 by 1

T7

T9: 44=FE 45=DD 46=AF

TA.5-B.5 by 1: 44=AA 45=DE 46=BB

TD-15 by 1

SPACE WARRIOR

T0: 18=50 19=00 40=20 46=96 40=20 4E=00 52=00 53=00 54=12 57=00

T2.5-T3.5: 44=DF 45=AD 46=DE

T5-T8 by 3 T6.5 TA-T10 by 3

STAR BLASTER \*\*

T0 NORM

T7-T20.5 BY 1.5 SYNC: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20

19=00 44=DF 45=AD 46=DE

STAR CRUISER \*\*

T0-T3 by 3 sync T5-Tb by 1 sync T11-T12 by 1 sync

T4 sync: 44=AA 45=DD 46=BB

STAR MINES \*\*

T0 norm

T1-T2 norm: 46=AD

T4-TA norm

STAR RATERS \*\*

T0-T5 norm (TRACK 5 ERROR MAY OCCUR)

STAR THIEF

T0-T13 NORMAL (TRACK E-13 ERRORS MAY OCCUR) (all versions)

T22: 4C=1B Apply PATCH NC30 (version 4.0 only)

4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)

(version 4.1 only)

SUPER APPLE BASIC \*\*

T0-T22 norm      T3 norm-extended retry  
 SUPERSCRIBE II (NO PARMS AVAILABLE BECAUSE A BACKUP IS PROVIDED AT  
 THE POINT OF SALE)  
 TAX PREPARER  
     T0-T22: 46=96 54=12 4C=19  
 TINY TROL  
     T0-T22 normal      T3.5-T5 BY 1.5  
 TORPEDO FIRE  
     T0 normal      T1-T22: 4F=0B  
 TRANSEND 2  
     T0-TT22 SYNC  
 TWERPS \*\*  
     Same as Gorgon  
     Plus T1C: 4C=1B 57=00 E9=02 D2=00  
 TWERPS \*\*  
     T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20  
     T1.5-TE.5 BY 1 SYNC: 72=00 73=00 77=00 78=00 79=12 7C=00 44=DD  
                             45=AD 46=DA  
     T1C SYNC  
 U-BOAT COMMAND \*\*  
     T0-T22: 4E=00 51=00 52=00 40=02 1E=30 1B=19 1D=18 44=00 45=00  
             46=EB 47=AF 48=FB 49=EB  
 ULYSIS \*\*  
     T0-T22 norm  
     T3: 4C=1B apply PATCH NC30 (version 4.0 only)  
         4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)  
         (version 4.1 only)  
 VC-EXPAND (NO PARMS AVAILABLE BECAUSE A BACK-UP IS SUPPLIED AT THE  
 POINT OF SALE)  
 VISICALC (DOS 3.3 version)  
     T0-T15 normal (T1 ERR Is OK)  
 VISICALC (APPLE III)  
     (NO PARMS AVAILABLE BECAUSE AN ARCHIVAL DISK IS SUPPLIED AT THE  
 POINT OF SALE)  
 VISIDEX (change as of 11-18-81)  
     T0-T22: 40=04 16=08 41=FF 19=00 58=0B 59=FF 81=AA 82=EB 83=FD  
             21=02 46=96 54=12  
 VISIFILE 1.01 ONLY!      Same as DESK TOP PLAN II except PARM C0=FD  
     should be C0=EC  
 VISISCHEDULE  
     T0-T22: 40=04 16=08 41=FF 19=00 58=0B 59=FF 81=AA 82=EB 83=EC  
             21=02 46=96 54=12  
 VISITERM  
     T0-T22 normal  
     T6: 40=08 16=08 41=FF 19=00 58=0B 59=FF 81=AA 82=EB 83=FC  
 VISITREND/VISILOT (IF THESE PARMS DO NOT WORK, WE HAVE NO OTHER  
 INFORMATION)  
     T0-T22 normal  
     T7: 40=08 16=08 41=FF 19=00 81=DE 82=AA 58=0B 59=FF  
 WARP FACTOR \*\*      Same as TORPEDO FIRE  
 WORD HANDLER  
     T0: 46=96 54=12  
     T11-T22  
     T1-TC: 44=FF 45=DF 46=DE (8 ERRORS O.K.)  
 WORD HANDLER II

T0: 46=96 54=12 53=00  
 T11-T22  
 T1-TC: 44=FF 45=DF 46=DE  
 (NOTE-IF AN 8 ERROR OCCURS RECOPY TRACK IT HAPPENED ON UNTIL NO  
 ERROR.)  
 WORD JUGGLER FOR APPLE III (NO PARMS AVAILABLE BECAUSE A BACKUP IS  
 SUPPLIED AT THE POINT OF SALE)  
 ZORK (old versions)  
 T0-T22: 1E=0B  
 T3: 4C=1B (patch NC30 for version 4.0)  
 4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)  
 (version 4.1 only)  
 ZORK I and ZORK II AND ZORK III (new versions)  
 T0-T22: 46=96 40=14

IF A PARTICULAR PROGRAM IS NOT LISTED, TRY T0-T22 NORMAL. PROGRAMS THAT ONLY USE T0-T22 NORMAL ARE NOT LISTED DUE TO SPACE CONSTRAINTS.

PATCHES listed below should be entered before starting copy routines  
 unless otherwise indicated. These patches work only for version 4.0 .  
 They are built into version 4.1 . Entering them into 4.1 will result  
 in an 'incorrect patch' error.

PATCH NAME - ENTER AS LISTED BELOW  
 PATCH MULT - MULTNQNQG/RP THIS PATCH, WHEN APPLIED FIRST, ALLOWS  
 MULTIPLE PATCHES TO BE APPLIED.  
 PATCH LSGP - LSGPNJMF/M/G//LA/LG/M/ZNGEKCPSWQ USE AS DIRECTED.  
 PATCH NC30 - NC30WKDXQQSJ/EQQSJ/EY/ USE AS DIRECTED (WHEN PARM 4C IS  
 CHANGED TO 1B)  
 PATCH SI9K - SI9KWRTY//AWRTU/NAWRTQ// ALLOWS USING SILENTYPE OR  
 TRENDCOM PRINTERS

\*\*\* NOTE \*\*\*

WHEN USING PATCHES, ENTER THEM AS SHOWN WITH NO SPACES.

1. Please check your drive speeds frequently (inside your manual see page 9 under #8 for directions and also the 'WARNING' on page 10 in relation to this test)

2. It is also advised to use the 'DISK SURFACE CERTIFY' test on the diskette to be copied to, prior to copying (inside your manual see page 9 under #7 for directions and also the 'WARNING' in relation to this function).

3. Always 'WRITE PROTECT' the original prior to copying (if the original is not already 'WRITE PROTECTED').

4. Switching drives sometimes enables a copy to be made.

5. If you detect 'error codes' in the STATUS AREA while making a backup, just keep going. Many programs function ok despite 'error codes' appearing during the backup procedure. That is the true test of a working backup.

6. Make sure that you are using the equipment that is specified in the LOCKSMITH MANUAL. We do not claim that LOCKSMITH will work on equipment other than what is listed in the manual. If you are using equipment that claims to be APPLE compatible, it in fact may not be compatible with the LOCKSMITH program. We will not assume responsibility for claims of APPLE compatibility in conjunction with the LOCKSMITH program. Please contact the Vendor of your APPLE compatible product for advice. Thank you.



## Copy II Plus 4.1 Parameters

Central point Software puts out a parameter list on the Source.  
If you can access to it, you can receive the file by typing:  
TY SFILES>ST2008>PARAMS

Files with a '\*' attached to it have not been tested.

The Following Programs copy normally ( T0-T22 ) or by copy disk  
(from main menu)

A.B.M. \*  
Algerbra one and two \*  
Ampermagic \*  
Apple Access /// \*  
Apple Adventure \*  
Apple Barrel \*  
Apple Business Basic \*  
Apple Fortran  
Apple // Pascal 1.1  
Apple Pilot & Super Pilot \*  
Apple Visischedule /// \*  
Applesoft Compiler \*  
Appointment Handler \*  
Best Of Muse \*  
Bill Budge's 3D Graphics \*  
Bridgemaster \*  
Colossal Cave Adventure \*  
Computer Stocks & Bonds \*  
Counting Bee \*  
CTW/Apple Spotlight - Instant Zoo \*  
Demon's Forge \*  
DLM Software \*  
Dungeon Campaign \*  
Early Games \*  
Education Activities Software \*  
Electric Duet \*  
Escape \*  
Fastgammon \*  
First Class Mail \*  
Frazzle \*  
Global War \*  
Graphics Magician  
Graphtrix \*  
Hellfire Warrior \*  
Hi-res football  
His Majesty's Ship Impetuous (Dos 3.2) \*  
Interactive Fiction \*  
Invasion Orion \*  
Invoice Factory \*  
Key Perfect \*  
Know Your Apple \*  
Magic Mailer \*  
Megawriter \*  
Meteor Multiplication \*



Micro Cookbook \*  
Microsoft Adventure \*  
Microwave \*  
Milliken Series \*  
Murder by the Dozen \*  
Music Maker \*  
Mystery House \*  
Nibbles Away I \*  
OO-Topos  
PIK (Apple /// Boot Program) \*  
Pinball Construction \*  
Power Text \*  
Prism \*  
Pro Football \*  
PSAT Word Attack Skills \*  
Quick File \*  
Sea Dragon \*  
Spreadsheet \*  
Stellar Invaders \*  
Step by Step I & II \*  
Sterling Swift Products \*  
Stocks & Bonds \*  
Store Manager \*  
Strip Poker \*  
Tax Manager \*  
Tax Preparer \*  
Three Mile Island \*  
Time Manager \*  
Tube Way \*  
Typing Tutor \*  
V.C. \*  
Versaform \*  
Vocabulary Builder \*  
Wilderness Campaign \*  
Wizard & The Princess \*  
Word Handler \*  
World's Greatest Blackjack Game \*  
Write Away \*

## Copy II Plus Parameters

### 3-D Graphics System \*

T0-8  
T11-12  
T15-17

--> or try

T0-2  
T4-8  
T11-18

### Accountant \*

T0-22: 3C=1 4B=1

### Ace Calc & Ace Writer \*

T0-22

--> or try

T0-22: 10=96

### Adaptable Skeleton \*

T0-T22: 10=96 9=0 19=AA 1F=AA

### Address Book \*

T0-22: D=1 10=96 24=96

### Advanced Visicalc For the Apple IIe and Apple /// \*

T0-22: 10=96 24=96 D=1

### Adventure to Atlantis \*

T0-22: 10=96 24=96 9=0 31=0 D=1

### AE \*

Front

T0: A=3 E=DD F=AA 10=AD  
T1.5-C.5 Step 1

Back

Copy Disk Normally

### Agenda Files \*

T0-T22: 10=96

### Air Simulator I \*

t0-f

### Air Traffic Controller \*

T0-22: 10=96  
T23: 31=0 50=1 10=96

### Aklabeth \*

T0: 9=0 31=0  
T2-3: E=DE F=AA 10=AD  
T6-18

### Algebra Series \*

T0-22: 10=96 9=0 24=96 D=1 31=0

Alien Rain & Typhoon

T0-5: 9=0 31=0 d=d5 f=0

T6-TE: E=DE

Alkemstone \*

T0-22: A=3 10=96

Alpha Bytes \*

T0-22: 9=0

Apple Adventure \*

T0-22: d=1 10=96 24=96

Apple Cillin II \*

T0-C

Apple // Business Graphics \*

T0-22: D=1 10=96 24=96

Apple //e Business Graphics \*

T0-22: D=1 10=96 24=96

Apple /// Business Graphics \*

T0-22 (Error 2 OK)

Apple Logo \*

T0-T22

T1: A=1 4B=1 50=1 E=AA 1C=AA 3E=1 4D=8

Note: Keep retrying Track 1 until it works. Drive speed very important!

Apple Panic \*

T0-D

--> or try

T0-5: 9=0 F=0

T6-D: E=DE

Apple Pilot \*

T0-22: D=1 10=96 24=96

Apple World \*

T0-23

Applewriter II (and e)

T0-22: 10=96

Applewriter II 80 column Pre-boot \*

T0-22: D=1 10=96 24=96 19=FF 1A=FF 1F=FF 20=FF 9=0

Applewriter //e \*

T0-22: D=1 10=96 24=96 3F=1

Applewriter II Pre-boot

T0-23: 10=96 9=0 3F=1

--> or try

T0-22: D=1 10=96 24=96 19=FF 1A=FF 1F=FF 20=FF 9=1

Applewriter ///

T0-22: D=1 10=96 24=96

A2-PE1

T0: 10=96

T1-15: A=3 E=DB F=AB 10=BF 44=1 45=D 46=F

Arsene Larcin \*

T0-23: 10=96

Autobahn \*

T0

T4-6: D=1

T9.5-C.5

Automated Accounting for Microcomputers \*

T0-22: 10=96

Aztec \*

T0-22: D=1 10=96 24=96

Back-it-up II \*

T0: 10=96 0=0

T1.5-B.5: 10=B5 A=3

Back-it-up II+ 2.3 \*

T0-D: 10=96 9=0

(Error on T1 ok, drive speed is important)

Bag of Tricks \*

T0-15: 0E=D6 3E=2 34=1 35=DF

--> or try

T0

T1-15: E=D6

Sector Edit T0, Sector 8, Dos 3.2 patched, Change address A0  
from 20 to 60

Bandits \*

t0

T1.5-1A.5

T1C.5-1F.5: D=1

Basic Francais \*

T0-23: 10=96

Basic Tutor Series \*

T0-22: 9=0 10=96

Battle Cruiser \*

T0-22

T4: 44=0

Battle for Normandy \*

T0-22: E=D4 10=B7 34=1 37=6E 38=FE

--> or try

TO-22: E=D4 10=B7 34=1 38=FE

Battle of Shilo \*

TO-22: E=D4 10=B7

Beer Run

TO: 9=0

T1.5-D.5: D=1 3B=40

Bill Budge's Space Album \*

TO-B

Bill Budge's Trilogy of Games \*

TO-A

Birth of the Phoenix \*

TO-T9

Bolo \*

TO-22: D=1 9=0 24=96 10=96

Bomb Alley \*

TO-22: E=D4 10=B7 34=1 37=6E 38=FE

Borg \*

TO: 10=96 9=0

T1.5-B.5: d=1 24=96 A=3 E=DD F=AD 10=DA 3B=40

TD-20

--> or try

TO: E=DD F=AD 10=DA D=1 22=00 23=00 24=00

T1.5-B.5

TD-20

Brain Surgeon \*

TO-22

T11 error 1 OK

C-Dex Training Program \*

TO-22: e=d6 F=AB 10=96 1A=AB 1D=AB 20=AB

Cannonball Blitz \*

TO-22

T3-F: 3B=1 A=1 4B=1 4D=8 50=1

(Error 6 OK)

--> or try

TO-22: 10=96

Sector Edit Dos 3.3 patched Track 17, Sector E. Change Address  
CD from 49 to 60

--> or try

TO-22: 10=96

Sector Edit Dos 3.3 patched Track 17, Sector E, Change Address  
CB from 49 to 60

Caraibes \*

TO-23: 10=96

Cartels and Cut Throats \*



T0-22: E=D4 10=B7

Casino \*

T0-22: 10=96

Castle of Darkness \*

T0: D=1 24=96 10=96 9=0

T1-22: E=AB F=AB

Castle Wolfenstein

T0-22: D=1 31=0

Caverns of Freitag \*

T0-2: 9=0 10=96

Caves of Olympus \*

T0-22: 10=96 9=0

Ceiling Zero \*

T0-2

T3-11: 9=0 E=D6 1C=D6 34=1 38=F9 4F=1

Chess 7.0 \*

T0-22: 10=96 9=0

--> or try

T0-22: 10=96 9=0 8=1 3E=2

Le Chomeur \*

T0-23: 10=96

Choplifter

T0: A=3 44=1 45=D 9=0 0=F 50=3

T1-8: 4=FD 31=0 43=0 45=10 4F=1 46=12

T9: 45=8 46=D

TA-B: 45=2

TC-1E.5 Step .5: 45=8 10=D4 51=1 D=1

T20: 45=6 D=0 4F=0

Note: Choplifter, serpentine, david's Midnight Magic and Starblazer use track arcing and are very sensitive to drive speed. If you have problems, try reversing drives.

Another Choplifter note: Just use a single drive. Error 5 on track 1C.5 is OK.

Computer Air Combat \*

T0-22: E=DB F=D5 10=DE 8=1

Computer Ambush \*

T0-22: E=D4 10=B7 34=1 37=6E 38=FE

Computer Baseball \*

T0-22: E=D4 10=B7 34=1

Computer Math games \*

T0: 10=AD A=3

T1-2: 10=DB

T3-22: 10=96

Computer Napoleonics \*

T0-22: E=DB F=D5 10=DE 8=1

Computer Quarterback \*

T0-22: 34=1 37=6E 3E=2 9=0 E=D4 10=B7

Congo \*

T0-22: D=1 9=0 24=96

Copts and Robbers \*

T0: 10=96 9=0

T1.5-F.5: D=1 24=96 A=3 E=DD F=AD 10=DA 3B=40

Coveted Mirror \* side 1

T0-22 step 2: 9=0 10=96 E=D5

T1-17 step 2: 9=0 10=96 E=D4

T19 step 1: 9=1 10=96 E=D4

T1B-T21 step 2: 9=0 10=96 E=D4

Coveted Mirror \* side 2

T0-22: step 2: 9=0 10=96 E=D5

T1-21: step 2: 9=0 10=96 E=D4

Note: boot on side 2

Cranston Manor

T0-22

T1B: 3B=1 A=1 4B=1 4D=8 50=1 (error 6 OK)

Crime Wave

T0-10 step 2: E=D5 F=AA 10=96 9=00 6=04 31=00

T1-11 step 2: E=D4 F=AA 10=96 9=00 6=04 31=00

Crisis Mountain \*

T0-22: 10=96 24=96 9=0 31=0 D=1

--> or try

T0: 10=96

T3-22: 9=0 3A=0 50=20

Crossfire \*

T0-B: 9=0

T1: 3B=1 A=1 4B=1 4D=8 50=1 (error 6 OK)

Crush, Crumble and Chomp \*

T0-22: 10=96 9=0

Cubit \*

T0-22: 10=96 9=0 31=0 24=96

Dark Crystal \*

Copy Disk (from main menu) all four sides

Sector edit Disk 1a:

Track 5, sector F, change address A8, A9, AA to EA EA EA

Track 7, sector C, Change addresses 22, 23, 24 to EA EA EA

Datestones of Ryn \*

T0-22: A=3 10=96

David's Midnight Magic

T0: A=3 44=1 45=D 9=0 0=F 50=3  
T1-A: 44=0  
TB: 44=1 31=0 43=0 45=8  
TC-19 Step .5: 10=F5 F=FD 51=1 4F=1 D=1

Dawn Patrol \*

T0-22: 9=0 10=96

DB Master \* (Old versions)

T0-5: 10=96 24=96 D=1  
T6.5-22.5: D=0

DB Master Utility Packs 1 & 2 \*

T0-T5: 10=96 24=96 D=1  
T6.5-22.5: D=0

Deadline \*

T0-T11: 10=96 1E=EC

Desktop Plan II \*

T0-22: 10=96 34=1 36=2A

--> or try

T0-22: 10=96 34=1 36=2A 37=EB 3E=2

Dictionary 2.1 \*

Copy Disk (From Main Menu)  
Sector Edit Track 8, Sector F  
Change Address 13 to 4C  
                  14 to 24  
                  15 to 6E

Disk Organizer \*

T0  
T1: 3B=1 A=1 4B=1 4D=8 50=1  
(Error 6 OK)  
T2-4: D=1  
TA-B

Disk Recovery \*

T0-22: 10=96 9=0 A=3  
(Error trk 1 OK, May take a few retrvs)

Dung Beetles \*

T0  
T1: A=3 E=F5 F=F6 10=F7  
T4-22  
Sector Edit Track 0, Sector 1, Dos 3.2  
Change Address 6D from 01 to 7B  
                  6E from 61 to 69

Dungeon \*

T0-22: 10=96 9=0

Einstein Computer \*

Copy disk (from main menu)

Sector edit Track 8, sector 4  
Change Address 2A, 2B, 2C to 4C E2 91

Eliminator \*

T0-21  
Sector Edit Track 3, Sector D, Dos 3.3 Patched  
Change Addresses 2E, 2F, 30 from 20, 30, 72 to EA, EA, EA.

Escape from Alcatraz \*

T0-22: 10=96 9=0 31=0 8=1  
--> or try  
T0-22: 10=96 24=96 9=0 31=0 D=1

Escape from Runqistan \*

T0-2: 10=96  
T3-22: 10=F7  
--> or try  
T0-21

Executive Briefing System \*

T0-22: 9=0  
Sector Edit Track 21, Sector 0, Dos 3.3  
Change Address 27 from FB to 22

Executive Secretary \*

T0-22: 9=0 8=1 10=96

Expeditor

T0-22: 10=96  
T3: 3B=1 a=1 4B=1 4D=8 50=1  
T1F  
(Error 6 OK)

E-Z Draw 3.3 \*

T0-22: 9=0 E=D7 10=96 8=1 A=2 4=F3 3A=3 D=1 24=96 31=0

Firebird \*

T0-D: 10=96 9=0  
T1.5-B.5: D=1 24=96 A=3 E=DD F=AD 10=DA 3B=40

Flight Simulator \*

T0: 10=96  
T1.5-21 Step 1.5: E=DB F=AB 10=BF A=3 4E=1  
T7-8  
9.5

Format II \*

Copy Disk (from main menu)  
--> or try  
T0-T22: 10=96  
Sector Edit Dos 3.3 Track B, Sector 5  
Change Addresses 4, 5, 6 from A9, 03 BD to 4C 31 68

Galactic Attack \*

T0-22: 10=96 24=96 D=1

Galactic Gladiators \*

T0-20: 10=B7 E=D4 9=0 31=0  
T21-22: 34=1

Game Show \*

T0-22: 9=0

General Manager \*

(Master Program)

T0-22: 9=0

--> or try

T0-22: 10=96

Sector Edit track 1F, Sector E, Dos 3.3

Change Address C1, C2, C3 to 4B, E0, 49

Sector Edit Track 21, Sector 1, Dos 3.3

Change Address 2E to 60

--> or try

Copy Disk (From main menu)

Sector Edit:

TD, SE, Address 2C from 60 to EA

T21, SB, Address D7 from E3 to CB

T21, SE, Address 1, from 8 to 60

--> or try (version 20N)

Copy Disk (from Main Menu)

Sector Edit: T20, Sector B

Change address 09 from 20 to EA

0F from 20 to EA

10 from 00 to EA

11 from 70 to EA

--> or try (version 2.0Y)

Copy Disk (from main menu)

Sector edit Track 20, sector B, Dos 3.3 Patched

Change Addresses:

27 from 00 to EA

28 from 70 to EA

29 from 20 to EA

(try the following if the above changes does not work)

2A from 0F to EA

26 from 20 to EA

Geometry and Measurement \* (Volume 1 & 2)

T0-22: D=1 10=96 24=96

Gertrude's Puzzles \*

T0-22: 10=96 9=0

Gobbler \*

T0-22: 9=0

T3: 3B=1 A=1 4B=1 4D=8 50=1

(Error & OK)

Gold Rush \*

T0-22: D=1 9=0 24=96 10=96

Gorgon \*

T0: 10=96 9=0

T1.5-E.5: D=1 24=96 A=3 E=DD F=AD 10=DA 3B=40



Graphics Processing \*

T0-22: 19=DD 1A=AA (Main Disk)

Copy disk (from main menu) the utilities disk.

Guadelcanal Campaign \*

T0-22: E=D4 10=B7 34=1 37=6E 38=FE

Hadron \*

T0: 10=96 9=0

T1.5-E.5: D=1 24=96 A=3 E=DD F=AD 10=DA 3B=40

Hi-res Computer Golf \*

T0-22: 19=DF D=1 34=1

--> or try

T0-22

Hi-res Computer Golf (Version 2) \*

T0-22: 10=96

(Both Sides)

Hi-res Secrets \*

T0-22

--> or try

T0-22: 10=96 4=FB 19=DF 1F=DF A=1

Home Accountant \*

T0-22: 9=0 10=96

--> or try

T0-22: 9=0

--> or try (Version 2.0)

T0-22

--> or try (Version 2.1)

Copy disk (from main menu)

Home Money Minder \*

T0-22: 10=96 9=0

Hyperspace Wars \*

T0-22: 9=0

Incredible Jack \*

T0-22 (Write protect!)

--> or try

T0-22: 10=96 24=96

T23: D=1 9=0

Instant Zoo \*

T0-22: D=1 10=96 24=96

Jaw Breaker \*

T0-22: 9=0

T3: 3B=1 A=1 4B=1 4D=8 50=1

(Error & OK)

Jigsaw \*

T0

T1-T17: D=1 24=96 E=D3 F=96 10=F2 9=0 31=0

--> or try

T0: 10=96 0=0 31=0

TA-T17: 10=96 9=0 31=0

T1-9: E=D3 F=96 10=F2 9=0 31=0

Kabul Spy \*

Side 1

T0

T1-21: 10=F7

T22: A=5 E=AA F=D5 10=D5 11=BD 12=BD

Sector edit Track 0, Sector 0, Dos 3.3 Patched

Change Addresses 49, 4A, 4B from 20, 03, 20 to EA, EA, EA.

Side 2

T0-21: 10=F7

Knight of Diamonds \*

Side 1

T0-22: D=1 10=96 24=96 34=01 37=00

Write protect!

Side 2

TA-T22

T0-9: D=1 10=96 24=96 4B=1

(Error 6 OK)

--> or try

(both sides)

T0-22: 10=96 24=96 D=1

Write protect!

Knights of the Desert \*

T0-22: E=D4 10=B7

Krell Logo \*

T0-22

--> or try (new versions)

T0-22: 10=96

Sector edit patched Track 2, Sector 3

Change Addresses 5B, 5C from D0, 03 to EA, EA.

--> or try (new versions)

T0-22: 10=96 9=0

Sector Edit patched track 2, sector 3

Change Addresses 5B, 5C from D0, 03 to EA, EA.

Legacy of Lygawin \*

Side 1

T0-22: D=1 10=96 24=96 34=01 37=00

Write protect!

Side 2

TA-T22

T0-9: D=1 10=96 24=96 4B=1

(Error 6 OK)

--> or try

(both sides)

T0-22: 10=96 24=96 D=1

Write protect!

Letter Perfect \*  
T0-22: 10=96 9=0

List Handler and Utility (Older versions) \*  
T1-11  
T0: 9=0 A=3 44=1 45=D 50=3  
T12-22.5 step .5: D=1 E=F5 F=D7 10=F7 45=8 46=D 51=1

Note: Uses track arcing and is very sensitive to drive speed,  
If you have problems, try reversing drives or use just one drive.

List Handler Version 1.1 \*  
Program Disk  
T1-11  
T0: 9=0 A=3 44=1 45=D 50=3  
T12-19.5 step .5: E=D7 F=D7 10=DD 45=8 46=D 41=1  
T20-22.5 step .5: E=0 F=FD 10=D4

Utility Disk  
T1-11  
T0: 9=0 A=3 44=1 45=D 50=3  
T12-22.5 step .5: D=1 E=D2 F=D7 10=DF 45=8 46=D 51=1

LJK Edit 6502 \*  
T0-22: 10=96 9=0

Magic Window II \*  
T0-23 (Error 2 on Track 23 OK)  
(try 3C=4 if you have any problems)  
--> or try  
T0-22

Magic Window I \*  
T0-22  
--> or try  
T0-22: 10=96 24=96 D=1

Magicalc \*  
T0-22: 9=0

Mars Cars \*  
T0-22: 10=96

Mask of the Sun \*  
(Both Sides)  
T0-22: 10=96

Sector Edit Side 1, Track 2, Sector D, Patched  
Change Addresses 42 from 8F to EA  
43 from C0 to EA  
Do NOT write protect backup

(try the following edit if you have problems)  
Sector Edit Side 1, Track 0, Sector 3, Patched  
Change Address 42 from 38 to 18

Master Type (Old versions) \*

T0-2  
T3-22: E=D4  
(Error on Track 1B OK)  
Sector Edit Track 0, Sector 3, Dos 3.2 patched  
Change address 63 from 38 to 18  
Sector Edit Track 2, Sector A, Dos 3.2 patched  
Change Address 2E from 23 to 2E

Math Strategy \*  
T0-22: 10=96 24=96 D=1

Marauder \*  
T0-22: 10=96 9=0  
Sector Edit Track 3, Sector 7, Dos 3.3  
Change Address 90 from A8 to 60

MECC \*  
Volumes 1 and 2  
T0-22  
T2: 10=96 9=0  
Volumes 3, 4, and 7  
T0-22: 9=0 8=1

Micro Deutsch \*  
T0-22: E=D4  
(Error 2 on Track 1B OK)

Microbe \*  
T0-22: 10=96 9=0 31=0  
--> or try  
T0-22: 10=96 24=96 9=0 31=0 D=1

Micro Skills \*  
T0  
T1-22: 10=96 19=aa 1C=AA 31=00  
Sector Edit Track 0, Sector 3,  
Change address 42 from 38 to 18

Microwave \*  
T0-22  
T11: 3B=1 A=1 4B=1 4D=8 50=1  
--> or try  
T0-22: 10=96  
Sector Edit Track 2, Sector 1, Dos 3.3  
Change Addresses DA from A9 to AD  
DB from 60 to 03  
DC from 8D to 81  
DD from 7E to 60  
--> or try  
T0-22

Miner 2049er \*  
T0: 4B=1 10=96  
T1-3: E=D3 F=96 10=F2 A=3 9=0 31=0 8=1 D=1 24=96 6=6 1C=96 1D=D3  
1E=E5 19=D3  
T4-22: 4B=0  
--> or try

TO: 4B=1 10=96  
T1-22: 4B=0 E=D3 F=96 10=F2 A=3 9=0 31=0 8=1 D=1 24=96 6=6

Minit Man \*

TO-22 step 2: 10=96 9=0  
T1-21 step 2: E=D4

Missile Defence \*

TO-22: D=1

Missing Ring

TO-22: D=1 24=96 10=96 34=1  
Do NOT write protect

Mission: Asteroid \*

TO-22

--> or try

TO-22: 10=96 24=96 D=1

Mission: Escape \*

TO-1D

Mix and Match \*

Copy disk (from main menu)

--> or try

TO-22: 9=0 10=96

Money Street and Utilities \*

TO-22

(Errors OK)

Mouskattack \*

TO-22: 10=96

Sector Edit Dos 3.3 patched, Track 18, Sector 3  
Change Address B1 from 49 to 60

Multi-Disk Catalog \*

TO-8

T3: A=1 E=AF 3B=1 4B=1 4D=8 50=1

Multiplan

TO-22: 10=96

Neutrons \*

TO-22: A=3 10=96

Nibbles Away II

(Version C2)

TO: 10=96

T1-E: E=D7 10=97

T10-15

(Version C3)

TO-15: E=D7 F=AA 10=97

Error 2 on Track F OK.

Nightmare Alley \*

TO-22: 10=96 9=0 34=1 31=0

North Atlantic '86 \*

T0-22: E=D4 10=B7 34=1 37=60

Olympic Decathlon \*

T0-22: 9=0

--> or try

T0-22

Operation Apocalypse \*

T0-22: E=DB F=D5 10=DE 8=1

Orbitron \*

T0-1: 9=0 31=0

T1.5-F.5

Write protect back-up

Outpost \*

T0: 10=96 9=0

T1.5-B.5: D=1 24=96 A=3 E=DD F=AD 10=DA 3B=40

Peeping Tom \*

T0

T1: E=F5 F=AB 10=BE 9=0

T4-22

Sector Edit Track 0, Sector 1, Dos 3.2

Change Address 6E from 60 to 68

Pegasus II \*

T0-22

T3: 3B=1 A=1 4B=1 4D=8 50=1

(Error 6 OK)

Personal Finance Manager \*

T0-22: 10=96

Personal Secretary \*

T0-22: 10=96 9=0

PFS File, Report, Graph //e

Copy disk (from Main menu)

Make sure to write protect the back-up!

Phantoms Five

T0: 9=0

T2-1C: 3A=0 50=20

Pinball (A2-PB1) \*

T0: 10=96

T1-15: A=3 E=DB F=AB 10=BF 44=1 45=D 46=F 30=3 D=1

Pirate Adventure \*

T0-22: 10=96 24=96 D=1

Pool 1.5 \*

T0-15



T1E-21

Sector Edit Track B, Sector 7, Dos 3.2 patched  
Change Address 6A from 8D to 60  
Sector Edit Track 0, Sector 3, Dos 3.2 patched  
Change Address 63 from 38 to 18

President Elect \*

T0-22: E=D4 10=B7 34=1

Prisoner I & II \*

T0-22: 10=96

Sector Edit Track 1F, Sector E, Dos 3.3  
Change Addresses D5 from AD to 2F  
D6 from 99 to AF  
D7 from F0 to 32

Le Propio \*

T0-23: 10=96

Pulsar II \*

T0

T1C.5-1D.5: D=1

T2-C: E=DD

T13-19

T1A.5-1B.5

Quest \*

Side 1

T0-22 step 2: 10=96 19=DA 1F=DA 3C=1

T1-21 step 2: E=D4

Side 2

T0-22

--> or try

T0-22: E=0 F=AA 6=4 9=0 10=96 31=0

Raster Blaster

T0: 10=96

T5-11 step 4: D=1 9=0 31=0 A=2 E=AD F=DE 3B=40

T6-12 step 4

T7.5-F.5 step 4

T1.5-3.5 step 2

Rendezvous \*

T0-23: 10=96 9=0

--> or try

T0-22: 10=96 24=96 D=1 9=0 31=0

Sector Edit Track 0, Sector 0

Start With Address 8C (Which has a value of \$4C) and enter:  
A9 4C 8D 18 BB A9 1B 8D 19 BB A9 BB 8D 1A BB 4C 80 BA

Rescue at Rigel \*

T0-22: A=3 10=96

Ricochet \*

T0-22: 10=96 )=0 m8=1

Roach Hotel \*

T0

T1: A=3 E=EE F=EA 10=FE

T4-22

Sector Edit Track 0, Sector 1, Dos 3.2 patched

Change Address 75 from 01 to 7B

Change Address 76 from 61 to 69

Robot Wars \*

T0-22: D=1 31=0

--> or try

T0-22

Rocky's boots \*

T0-22: 10=96 9=0

Sabotage \*

T0-22

T3: 3B=1 A=1 4B=1 4D=8 50=1

(Error & OK)

Sammy Lightfoot \*

T0-10: E=D5 F=AA 10=96 9=0 6=4 31=0

Sargon \*

T0-1A: 10=F7

Screen Writer II \*

Copy Disk (From Main Menu)

Sector Edit Track 3, Sector B, Dos 3.3

Change Addresses 94, 95, 96 from 20, 00, 7F to EA, EA, EA.

Sector Edit Track 13, Sector 4, Dos 3.3

Change Addresses 4D, 4E, 4F from 20, 00, 6D to EA, EA, EA.

Sea Dragon \*

T0-22

--> or try

T0-22: 10=96 24=96 D=1

Seafox \*

T0: A=3 44=1 45=D 9=0 0=F 50=3

T1-8: 4=FD 31=0 43=0 45=10 4F=1 46=12

T9: 45=8 46=d

TA-B: 45=2

TC-1E.5 Step .5: 45=8 10=D4 51=1 D=1

Note: Very sensitive to drive speed. Try reversing drives  
or use one drive if you have problems.

Sensible Speller \*

(Older versions)

T0-10: 10=96 9=0

--> or try

T0-22: 10=96 9=0 3E=40

T1: 4B=1 A=2 50=2 E=D4 F=D4 3E=1

(Drive speed on track 1 is very important. Adjust you speed  
to match orginal disk)

--> or try

T0-22: 9=0 10=96

Error 2 on Track 1 maybe OK. Very sensitive to drive speed  
Retry Track 1 a few times.

Serpentine \*

T0: A=3 44=1 45=D 9=0 0=F 50=3

T1-8: 4=FD 31=0 43=0 45=10 4F=1 46=12

T9: 45=8 46=D

TA-B: 45=2

TC-1E.5 Step .5: 45=8 10=D4 51=1 D=1

Note: Very sensitive to drive speed. Try reversing drives  
or use one drive if you have problems.

--> or try

Same as above, but copy tracks 20-22 on last set.

Sherwood Forest \*

T0-22

--> or try

Copy disk (from main menu) until process hangs.

Then bit copy as follows: T1F-22

Snack Attack (Old version)

T0-12

Sector Edit Track 1, Sector 3, Dos 3.2 patched  
Change Address 63 from 38 to 18

Snack Attack \*

T0-12

Sector Edit Track 1, Sector 3, Dos 3.2 patched  
Change Address 39 from 38 to 18

Sneakers \*

T0: 9=0 10=96 44=1 45=10 D=1

T1.5-C.5: 44=0

TD.5: 44=1

--> or try

T0: 9=0 10=96 44=1 45=10 D=1

T1.5-C.5: 44=0

TD.5

--> or try

T0: 9=0 44=1 45=10 10=96 3C=1

T1.5-C.5: 44=0 (Error 1 on Track A OK)

TD.5: 44=1

Snoggle \*

T0-9: 9=0 8=1

Softporn Adventure \*

T0-22: 9=0

T3: 3B=1 A=1 4B=1 4D=8 50=1

(Error 6 OK)

Space Eggs \*

T0: 9=0

T2-6

T11-1A

Space Invaders

T0-22: 10=96

Space Vikings \*

T0-22

--> or try

T0-22: 10=96 21=DA 8=1 A=3

Spectre \*

T0-2: 10=96 9=0 8=1

T3-22: 31=0 E=C5 10=B5

Speed Reading \*

T0-22: 9=0 10=96

Spelling Strategy \*

T0-22: 10=96 24=96 D=1

Spider Raid (New Versions) \*

T0

T1-17: A=3 E=92 F=93 4F=1 10=95 44=1 46=A 9=0 8=1 D=1

24=96 3F=1 34=1 36=2A 37=97 31=0 43=0

Note: Very sensitive to drive speed. Try reversing drives  
or use one drive if you have problems.

Spitfire Simulator \*

T0-F

T15

Spy's Demise \*

T1-11 step 2: 9=0 10=96 E=D4

T0-12 step 2: 6=4 31=0

(Error 2 on track 12 OK)

--> or try

T0-10 step 2: 9=0 10=96

T1-11 step 2: E=D4

--> or try

T0-12 step 2: 6=4 31=0 E=D5

Star Blaster \*

T0: 10=96 9=0

T7-20 step 1.5: E=DF F=AD 10=DE

Star Blazer \*

T0: A=3 44=1 45=D 9=0 0=F 50=3

T1-8: 4=FD 31=0 43=0 45=10 4F=1 46=12

T9: 45=8 46=D

TA-B: 45=2

TC-1E.5 Step .5: 45=8 10=D4 51=1 D=1

T20: 45=6 D=0 4F=0

Note: Choplifter, serpentine, david's Midnight Magic and Starblazer  
use track arcing and are very sensitive to drive speed. If you have  
problems, try reversing drives.

Another note: Just use a single drive. Error 5 on track 1C.5 is OK.

Starcross \*

T0-22: 10=96

Starship Commander \*

T0-22: D=1 10=96 24=96

State of the Art Accounting \*

T0-22: 3C=4

(Write protect before booting)

Stock Portfolio System \*

T3-22

T0-2: 4=FD 8=1 10=AD

--> or try

T3-22

0-2: 4=FD 8=1 10=96

Super Gradebook \*

T0-22: 10=96

Super Graphisme /// \*

T0-23: 10=96

Super Pilot \*

T0: 10=96

T2-22

Sector Edit Track 0, Sector A, Dos 3.3 patched

Change Addresses 79 from 43 to EA

7A from 41 to EA

7B from C6 to EA

--> or try

T0-22: 10=96 24=96 D=1

Use Copy disk (From main menu) for lesson and super  
co-pilot 1 & 2

Super Taxman II \*

T0-22: 10=96 24=96 D=1

Write Protect backup before using

Super Text \*

T0-22: D=1 31=0

Super Text 40/80 \*

T0-22: 9=0

Superscribe II \*

T0-22: 10=96

T3: 3B=1 A=1 4D=8 5D=1 (Error 6 OK)

T1F: 3B=1 A=1 4D=8 5D=1 (Error 6 OK)

Suspended \*

T0-22: 10=96 1E=BC

--> or try

T0-22

--> or try

T0-23: 10=96 9=0 3F=1  
--> or try  
Copy disk (from main men)  
Write protect back-up

Swashbuckler \*  
T0-22  
Sector Edit Track 0, Sector 3, Dos 3.3 patched  
Change Address 42 from 38 to 18  
--> or try  
T0-22: D=1 10=96 24=96

Tawala's last redoubt \*  
T0-22: D=1

Tax Man  
T0-22  
--> or try  
T0-B  
--> or try  
T0: 10=96  
T1-B: 10=DA  
T11-12: 10=B5  
T13: 10=96

Temple of Apshai \*  
T0-22: A=3 10=96

Terrapin Logo \*  
Format Target Disk  
T0-22: 10=96  
Write protect Back-up

Test Construction \*  
T0-22: 10=96

Threshold  
T0-22  
T1-23 Step 22: 3B=1 A=1 4B=1 4D=8 50=1  
(Error 6 OK)

Thunderbombs \*  
T0-10 step 2: E=D5 F=AA 10=96 9=00 6=04 31=00  
T1-11 step 2: E=D4 F=AA 10=96 9=00 6=04 31=00

Time Zone \*  
Side A  
T0-22: 9=0  
T1: 3B=1 A=1 4B=1 4D=8 50=1  
Sides B-L  
Copy Disk (from main menu)

Torpedo Fire \*  
T0-22  
--> or try  
T0-22: E=DB F=D5 10=DE  
--> or try

T0  
 T1-22: E=DB F=D5 10=DE 8=1  
 --> or try  
 T0-22  
 T20: 9=0  
 --> or try  
 T0-22: E=D4 10=B7 34=1

Transend 1 \*  
 T0-23 (Error track 23 OK)  
 --> or try  
 T0-22: 10=96

Transylvania \*  
 T0-22: E=0 10=96  
 --> or try  
 T0-22 step 2: 9=0 10=96  
 T1-21 step 2: E=D4  
 --> or try  
 T0-22 step 2: 9=0 10=96 19=DA 1F=DA  
 T1-21 step 2: E=D4

Twerps \*  
 T0: 9=0 10=96  
 T1.5-E.5: D=1 24=96 A=3 E=DD F=AD 10=DA 3B=40  
 TC

Type Attack \*  
 T0: 10=96  
 T1-22: E=AD F=DA 10=DD 24=96 A=3 D=1

U-Boat Command \*  
 T0-22: 10=96 9=0 31=0 D=0 24=96  
 (Ignore errors)

U-Draw II \*  
 T0-22: D=1 31=0

Ultima II \*  
 Copy Disk (From Main menu)  
 Sector Edit Track 3, Sector C  
 Change Addresses 84, 85, 86 to EA, EA, EA.  
 --> or try  
 T0-22: 10=96 9=0 34=1 31=0  
 --> or try  
 T0-23

Ultima /// \*  
 T0-23: 9=0 A=3 44=1 50=3 3B=1 A=1 D=1 10=96 50=1  
 Write protect before running

Note: Ultima /// is very sensitive to drive speed. Disk drives  
 Need to be within .1 of 200 milliseconds per revolution.

Ulysses & the Golden Fleece \*  
 T0-22: 9=0  
 T3: 3B=1 A=1 4B=1 4D=8 50=1



```

      (Error 6 OK)
--> or try
      Copy Disk from main menu
      T3: 3B=1 A=1 4B=1 4D=8 50=1
      (Error 6 OK)

Visicalc
      T0-16
--> or try
      T0-16: A=3

Visicalc II Enhanced Version *
      T0-16 (Error 2 on track 1 OK)

Visicalc //e 128K Version *
      T0-22: 10=96 24=96 D=1 9=0 31=0

Visicalc Pre-boot *
      T0-22: 9=0 10=96
--> or try
      T0-23: 10=96 9=0 3F=1

Visicalc /// (All versions) *
      T0-22: 10=96 24=96 D=1

Visidex
Visischedule
Visiterm
Visitrend/plot
      Use Copy disk (from main menu)
      Do NOT bit copy.

Visifile
      T0-22: 10=96 34=1 36=2A 37=EB 3E=2

The Voice *
      T0-22: 9=0 10=96

Warp Factor *
      T0-22
--> or try
      T0
      T1-22: E=DE F=D5 10=DE 8=1
--> or try
      T0-22
      T20: 9=0

Windfall *
      T0-22: 10=96

Witness *
      T0-22: 10=96 1E=BC

Wiz Plus *
      T0-22: 10=96 24=96 D=1
      (Errors OK)

Wizardry *
```

Boot side  
T0-23: 10=96 24=96 D=1  
Write protect back-up!

Scenario  
T0-22: 10=96 24=96 D=1

--> or try  
Both Sides  
Copy Disk (From Main Menu)  
TA-E: 10=96 24=96 D=1 4B=1  
Write protect boot-side!

--> or try  
Both Sides  
Copy Disk (From Main Menu)  
T0: D=1 10=96 24=96  
TA-E: 4B=1 (Error 6 OK)  
Write protect boot-side!

--> or try  
Both Sides  
T0-9: 10=96  
TF-22: 10=96  
TA-E: D=1 4B=1 10=96 24=96  
(Keep trying until no errors)

Wiz Maker \*  
T0-22: D=1 24=96 10=96 34=1 8=1

Zardax \*  
T0-22: D=1 10=96 24=96

Zargs \*  
T0  
T1-17: A=3 E=92 F=93 4F=1 10=95 44=1 46=A 9=0 8=1 D=1  
24=96 3F=1 34=1 36=2A 37=97 31=0 43=0

Note: Very sensitive to drive speed. Try reversing drives  
or use one drive if you have problems.

Zaxxon \*  
T0-13  
Sector Edit Track 0, Sector 7, Patched  
Change Addresses 0, 1, 2 to 4C, C0, 08  
--> or try  
T0-13: 4B=1 9=0 10=96 24=96 19=CC 3C=1  
(Error 1 OK)  
--> or try  
T3-12  
T0-2: 4B=1 B=1 10=96 24=96

Zoom Graphics \*  
T0: 10=96  
T2-22 step 2: 9=0 8=1 3E=2  
T1-21 step 2: E=D4

Zork I, II, III \*  
T0-22: 10=96 1E=BC  
--> or try  
T0-22

--> or try (Zork II only)  
T0-23: 10=96 9=0 3F=1

Essential Data Duplicator Parameters

(Compiled from many sources)

The following programs copy normally:

A.B.M.  
ASCII EXPRESS II  
ADVENTURE  
ALGEBRA I  
ALKEMSTONE  
APPLE PANIC  
APPLE PRESENTS- ERNIE'S QUIZ  
APPLE PRESENTS- INSTANT ZOO  
APPLE PRESENTS- SPOTLIGHT  
APPLE PRESENTS- MIX AND MATCH  
APPLE WRITER  
APPLE WRITER II  
APPLE WRITER IIe  
APPLE WRITER 80 COLMN PRE-SOOT  
ADVENTURE TO ATLANTIS  
ASTROID FIELD  
AUDEX  
AZTEC  
BILL BUDGE SPACE ALBUM  
BILL BUDGE TRILOGY OF GAMES  
BUSINESS GRAPHICS  
CAMPAIGN TRILOGY  
CANNONBALL BLITZ  
CANYON CLIMBER  
CARTELS AND CUTTHROATS  
CASTLE WOLFENSTEIN  
CCA DATA MANAGEMENT  
CHESS 7.0  
COMPUTER AMBUSH  
COMPUTER AMBUSH VER 2  
COMPUTER BISMARCK  
CONGO  
COPY II PLUS  
CRISIS MOUNTAIN  
DARK CRYSTAL  
DATA TREE  
DEADLINE  
DESKTOP PLAN II  
DOS ENHANCER  
DUNG BEETLES  
EASY-WRITER  
EDU-PAINT  
EINSTEIN COMPILER  
ELECTRIC DUET  
EMPIRE 1: WORLD BUILDERS  
E-Z DRAW  
FIRE BUG  
GALACTIC EMPIRE  
GALACTIC REVOLUTION  
GAME SHOW & SUBJECTS  
GERMAN/ENGLISH GANGLMAN

GERMANY 1985  
HAIL  
HEAD-ON  
HELLFIRE WARRIOR  
HOME ACCOUNTANT  
INFORMATION MASTER  
L.A. LAND MONOPOLY  
LETTER PERFECT  
LINGUSIT  
MASTER TYPE  
MATH GAMES  
MERLIN ASSEMBLER  
MICROBE  
MINIT MAN  
MISSION ASTROID  
MUSICOMP  
NIBBLES AWAY II  
NIGHT MISSION PINBALL  
ODYSSEY  
OLYMPIC DECATHLON  
OLYMPIC INSURANCE SYSTEMS  
PFM  
PINBALL CONTRUCTION SET  
PRESIDENT ELECT  
PRISONER  
REAR GUARD  
RESCUE AT RIGEL  
ROBOT WARS  
SARGON II  
SCREEN WRITER II  
SENSIBLE SPELLER  
SERIES RU-2  
SERIES SP-2  
SERIES FR-2  
SORCERER OF SIVA  
SPACE EGGS  
SPANISH/ ENGLISH HANGMAN  
SPECTRE  
SPITFIRE SIMULATOR  
SPY'S DEMISE  
STARCROSS  
SUPER COPY III  
TAXMAN  
TEMPLE OF ASPHI  
TERRORIST  
THE ROUTINE MACHINE  
THREE MILE ISLAND  
TORPEDIO FIRE  
TRANSYLVANIA  
TUBEWAY  
TYPING TUTOR  
ULTIMA  
ULTIMA ///

ULYSES  
VISICALC 3.3  
VISICALC 80 CLMN PREBOOT  
VISICALC IIe

VISIDEX  
VISIFILE  
VISIPILOT  
VISISCHEDULE  
VISITERM  
VOCABULARY BUILDERS  
WARP FACTOR  
WIZARD AND THE PRINCESS  
WORLDS GREATEST BLACK-JACK  
ZOOM GRAFIX  
ZORK I  
ZORK II  
ZORK III

Essential Data Duplicator Parameters  
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A2-FS1  
    T0-T6 inc 1.5  
    T7-T8  
    T9.5-TA.5  
    TC-T21 inc 1.5  
AE (Side 1)  
    T1.5-TD.5  
    TE-T18.5 inc 1.5  
    T0: parm 28=2 or 3  
AE (Side 2)  
    norm  
AIRSIM-1  
    norm - write protect before running  
APPLE WORLD  
    T0-T23  
ARCADE MACHINE  
    T0-T11  
    T12.25-T21.25  
BANK STREET WRITER  
    T0-T1A  
    T1B-T22: PPM #3 OR #4  
BATTLE FOR NORMANDY  
    See Miner 2049er  
BEER RUN  
    T0: parm 28=2 or 3  
    T1.5-TD.5: PPM #2  
BENEATH APPLE MANOR (SPECIAL EDITION)  
    T0-T22: parm 0=3  
BILL BUDGE 3-D GRAPHICS  
    norm - write protect before running  
BORG  
    T1.5-TB.5  
    TD-TE  
    T0: parm 28=2 or 3  
BROADSIDES  
    T0-T22: PPM #5 OR #6  
BUG ATTACK  
    T0-T22  
    T1.D: PPM #2  
    T22: PPM #2  
CHECKERS (Odesta)  
    T0-T6  
CHOPLIFTER  
    T0-TB: parm 28=2 00=3  
    TC.25-T21.25  
    T22  
    Note: Sometimes very hard to copy  
COPTS & ROBBERS  
    See Epoch  
CRANSTON MANOR  
    T0-T22  
    T13: PPM #3  
CRIME WAVE

T0-T11  
 CRITICAL MASS (Side A)  
   T0-TA  
   T22: PPM #3  
 CRITICAL MASS (Side B)  
   norm  
 CROSSFIRE  
   T0-T22  
   T1: PPM #3  
 CROSSWORD MAGIC (Both Sides)  
   T0-T22: PPM #2  
 CUSTOM MICRO SYSTEMS ASSEMBLER  
   T0-T23  
 D.B. MASTER AND UTILITIES  
   T0-T5  
   T6.5-T22.5  
 DISK EDIT 2.0  
   T0  
   T1.5-T5.5  
   T21.25-T22.25  
 DISK RECOVERY  
   norm- and if that doesn't work try:  
   T0  
   T1.25-TD.25: PPM #2  
 EPOCH  
   T0: parm 28=2 or 3  
   T1.5-TF.5: PPM #2  
 EVOLUTION  
   T0.25-T18.25  
 FINANCIAL MANAGEMENT SYSTEM III  
   T0-T22  
   T3: parm 4=10 9=3 A=14 B=13 11=3; PPM #3 or #4  
 GAMMA GOBLINS  
   See Beer-Run  
 GORGON  
   T0: parm 28=2 or 3  
   T1.5-TE.5: PPM #2  
 HADRON  
   See Gorgon  
 JAWBREAKER  
   T0-T22  
   T3: PPM #3  
 KNIGHT OF DIAMONDS  
   T0-T22: PPM #2  
 LABYRINTH  
   See Choplifter  
 LIST HANDLER & UTILITIES  
   T11  
   T12.25-T22.25: parm 0=3  
   T0: parm 0=0 20=2  
 MIDNIGHT MAGIC  
   T0-T12  
   T13.25-T15.25  
   T22  
 MINER 2049er  
   T1-T22  
   T0: PPM #3 or #4



MINGS CHALLENGE  
     See Miner 2049er  
 MONTY PLAYS SCRABBLE  
     T0-T22: PPM #5 OR #6  
 MOPTOWN  
     T0-T22: parm 28=3  
 MULTIPLAN  
     T0-T22  
     TA: PPM #3 or #4  
 PEGASUS II  
     See Jawbreaker  
 PFS: FILE, FILE IIe, GRAPH, & REPORTS  
     T1-T22  
     T0: PPM #3 or #4  
     (Write Protect Before Booting)  
 POOL 1.5  
     T0-T22: PPM #2  
 PULSAR II  
     T0-T19  
     T1A.5-T1D.5  
 QUEEN OFF THE PHOBOS  
     T0-T1A  
 RENDEZVOUS  
     See Miner 2049er  
 SABATOGE  
     See Jawbreaker  
 SEA FOX  
     See Choplifter  
 SERPENTINE  
     See Choplifter  
 SNEAKERS  
     See Beer-Run  
 SOFT PORN ADVENTURE  
     See Jawbreaker  
 STAR THIEF  
     T0-T13  
     T22: PPM #3  
 SWASHBUCKLER  
     T0-T22: parm 28=10  
 TAWALA'S LAST REDOUT  
     T0-T22: PPM #2  
 TERRORIST  
     T0-T1F  
     T20.75-T22.75  
 THIEF  
     T0-T22  
     T4-T5: PPM #2  
 THRESHOLD  
     See Crossfire  
 THUNDER BOMB  
     T0-T11  
 TIC TAC SHOW  
     T0  
     T1.5-T4.5  
     T6-T22  
 TIC TAC SHOW (SERIES DISKS)  
     norm

TIME ZONE (Side A)

See Miner 2049er

TIME ZONE (Sides B-L)

norm

TRACK ATTACK

See Choplifter

TRANSEND

T0-T22: PPM #2

ULTIMA II

See Rendezvous

WIZARDRY

T0-T22 PPM #2

WORD HANDLER

T11

T3.25-T10.25

T0-TA: parm 0=0 28=2

Note: Sometimes very hard to copy

WORD RACE

T0-T22: PPM #2

ZENITH

See Choplifter



BACK IT UP II+ PARAMAMTERS

NOTE: CURRENT VERSION OF BACK IT UP II+ IS 2.3. THE VERSION # CAN  
BE FOUND ON THE LOGO PAGE ABOVE THE COPYRIGHT NOTICE.

AKEM-STONE

COPY TRACKS 0 -- 22 DECODE

ALIEN RAIN

COPY TRACKS 0 -- 5 NORMAL

CHANGE PARM 00 TO FE

CHANGE PARM 0D TO 21

CHANGE PARM 0E TO 00

COPY TRACKS 6 -- F NORMAL

APPLE ADVENTURE

CHANGE PARM 00 TO FE

COPY TRACKS 0 -- 22 NORMAL

APPLE PANIC

COPY TRACKS 0 -- 5 NORMAL

CHANGE PARM 00 FE

COPY TRACKS 6 -- D NORMAL

APPLEWRITER ///

COPY TRACKS 0 -- 22 SYNC

NOTE: BACK IT UP II + VER. 2.1 USERS SHOULD CHANGE PARM 11 TO 02

ASTEROID FIELD

COPY TRACKS 0 -- 12 NORMAL

NOTE: YOU MAY HAVE TO COMPRESS TRACKS 0 -- 2 AND 11

AUTOBAHN

CHANGE PARM 00 TO FE

COPY TRACK 0 SYNC

COPY TRACKS 4 -- 6 SYNC

COPY TRACKS 9.5 -- C.5 SYNC

BEER RUN

COPY TRACK 0 SYNC

COPY TRACKS 1.5 -- D.5 SYNC

BILL BUDGES SPACE ALBUM

COPY TRACKS 0 -- 11 NORMAL

BILL BUDGES 3-D GRAPHICS PACKAGE

COPY TRACKS 0 -- 2 NORMAL

COPY TRACKS 4 -- 8 NORMAL

COPY TRACKS 11 -- 18 NORMAL

BORG

COPY TRACK 0 NORMAL

CHANGE PARM 00 TO FE

CHANGE PARM 01 TO DD

CHANGE PARM 02 TO AD

CHANGE PARM 03 TO DA

CHANGE PARMS 04 -- 0A TO 00

CHANGE PARM 0B TO 0C

COPY TRACKS 1.5 -- B.5 DECODE/SYNC

COPY TRACKS D -- 14 DECODE/SYNC

BPI GENERAL LEDGER, ACCOUNTS RECEIVABLE, & PAYROLL

COPY TRACKS 0 -- 10 NORMAL

COPY TRACKS 12 -- 22 NORMAL

CHANGE PARM 11 TO 00



CHANGE PARM 15 TO 18  
CHANGE PARM 17 TO 04  
CHANGE PARM 18 TO AD  
CHANGE PARM 19 TO FB  
CHANGE PARM 1A TO E6  
CHANGE PARM 1B TO FF  
COPY TRACK 11 NORMAL  
BUG ATTACK (NOTE: THIS REQUIRES VERS. 2.2)  
COPY TRACKS 0 -- 12 NORMAL  
CHANGE PARM 00 TO FE  
CHANGE PARM 01 TO AA  
CHANGE PARM 02 TO D5  
CHANGE PARMS 03 -- 0A TO 00  
CHANGE PARM 0B TO 0C  
CHANGE PARM 16 TO FF  
CHANGE PARM 21 TO 05  
CHANGE PARM 22 TO 02  
COPY TRACKS 1D -- 22 BY 5 SYNC/DECODE  
NOTE: D-SPEED OF COPY DRIVE MUST BE ADJUSTED TO MATCH NIBBLE  
COUNT OF ORIGINAL DISK  
CANNONBALL BLITZ  
CHANGE PARM 11 TO 00  
CHANGE PARM 16 TO FF  
COPY TRACK 0 DECODE/SYNCHRONIZED  
CHANGE PARM 16 TO 00  
COPY TRACKS 1 -- 22 SYNCHRONIZED  
CASINO  
CHANGE PARM 00 TO DB  
CHANGE PARM 11 TO 00  
CHANGE PARM 15 TO C0  
CHANGE PARM 17 TO 08  
CHANGE PARM 19 TO AA  
CHANGE PARM 1E TO DB  
CHANGE PARM 1F TO DB  
COPY TRACKS 0 -- 22 USING DECODE OPTION  
CASTLE WOLFENSTEIN  
CHANGE PARM 00 TO FE  
COPY TRACKS 00 -- 22 DECODE  
CASTLES OF DARKNESS  
CHANGE PARM 00 TO DB  
COPY TRACKS 00 -- 22 NORMAL  
COPTS & ROBBERS  
COPY TRACK 0 DECODE  
CHANGE PARM 00 TO FE  
CHANGE PARM 02 TO AD  
CHANGE PARM 03 TO DA  
CHANGE PARMS 04 -- 0A TO 00  
CHANGE PARM 0B TO 0C  
COPY TRACKS 1.5 -- F.5 SYNCHRONIZED/DECODED  
COUNTY FAIR  
CHANGE PARM 11 TO 00  
CHANGE PARM 15 TO 40  
CHANGE PARM 17 TO 02  
CHANGE PARM 18 TO AF  
CHANGE PARM 1E TO DE  
COPY TRACKS 0 -- 11 NORMAL  
CROSS CLUES

CHANGE PARM 14 TO FE  
 CHANGE PARM 15 TO 60  
 CHANGE PARM 17 TO 04  
 CHANGE PARM 19 TO BF  
 CHANGE PARM 1B TO AA  
 COPY TRACKS 0 -- 22 USING DECODE OPTION  
 CROSSFIRE  
 COPY TRACKS 0 -- 22 SYNCHRONIZED  
 CROSSWORD MAGIC  
 CHANGE PARM 00 TO FE  
 COPY TRACKS 0 -- 22 SYNCHRONIZED/DECODE  
 THE CROSSWORD MACHINE  
 TRACKS 0 -- 22 NORMAL  
 CRUSH CRUMBLE AND CHOMP  
 COPY TRACKS 0 -- 22 DECODE  
 CYBER STRIKE  
 COPY TRACK 0 NORMAL  
 COPY TRACKS 3 -- B NORMAL  
 COPY TRACKS 11 -- 1C NORMAL  
 CYBORG  
 COPY TRACK 0 DECODED  
 CHANGE PARM 09 TO EB  
 COPY TRACKS 1 TO 22 DECODED  
 CYBORG (NEW VERSION)  
 CHANGE PARMS 05 -- 0A TO 00  
 COPY TRACKS 0 -- 22 DECODE/SYNCHRONIZED  
 DARK FOREST  
 CHANGE PARM 00 TO FE  
 CHANGE PARM 03 TO A5  
 CHANGE PARMS 04 -- 0A TO 00  
 CHANGE PARM 0B TO 0C  
 COPY TRACKS 1 -- 5 SYNC/DECODE  
 COPY TRACKS 9 -- 1F SYNC/DECODE  
 DB MASTER (NEW)  
 CHANGE PARM 0 TO FE  
 TRACKS 0 -- 5 SYNCHRONIZED INCREMENT BY 1  
 TRACKS 6.5 -- 22.5 SYNCHRONIZED INCREMENT BY 1  
 NOTE: DO NOT USE THE DECODE OPTION ON TRACK 1  
 DB UTILITY PACK  
 SAME AS DB MASTER  
 DESK TOP PLANNER  
 CHANGE PARM 11 TO 00  
 CHANGE PARM 15 TO 40  
 CHANGE PARM 17 TO 03  
 CHANGE PARM 18 TO AA  
 CHANGE PARM 19 TO EB  
 CHANGE PARM 1A TO FD  
 COPY TRACKS 0 -- 22 DECODE  
 DIC'-TIONARY  
 REQUIRES VERSION 2.2  
 COPY TRACKS 0 -- 1F  
 CHANGE PARM 0B TO 05  
 CHANGE PARM 16 TO FF  
 COPY TRACK 20 USING THE DECODE OPTION  
 NOTE: THIS PRESERVES THE NIBBLE COUNT  
 DOG FIGHT (OLD)  
 TRACKS 0 -- 1 NORMAL INCREMENT BY 1

TRACKS 4 -- 10 NORMAL  
DRAGON FIRE  
TRACKS 0 -- 22 NORMAL  
NOTE: THIS IS A 16 SECTOR DISKETTE  
EPOCH  
TRACK 0 NORMAL  
TRACKS 1.5 -- F.5 NORMAL INCREMENT BY 1  
EXPEDITER  
TRACKS 0 -- 22 NORMAL  
YOU MAY HAVE TO CHANGE PARM 13 TO 1D  
E-Z DRAW  
COPY TRACKS 0 -- 22 DECODE/SYNC  
FACLONS: TRACK 0 NORMALLY  
CHANGE PARM 00 TO FE  
CHANGE PARM 01 TO DF  
CHANGE PARM 02 TO AD  
CHANGE PARM 03 TO DE  
CHANGE PARMS 04 -- 0A TO 00  
CHANGE PARM 0B TO 0C  
COPY TRACKS 1.5 -- 4.5 BY 1.5  
COPY TRACK 5.5  
COPY TRACKS 7 -- A  
COPY TRACKS 10 -- 12  
COPY TRACKS 13.5 -- 14.5  
COPY TRACKS 16 -- 17.5 BY 1.5  
COPY TRACKS 19 TO 1A  
COPY TRACK B.5  
FIREBIRD  
COPY TRACK 0 SYNC/DECODE  
CHANGE PARM 00 TO FE  
CHANGE PARM 01 TO DD  
CHANGE PARM 02 TO AD  
CHANGE PARM 03 TO DA  
CHANGE PARMS 04 TO 0A TO 00  
CHANGE PARM 0B TO 0C  
COPY TRACKS 1.5 TO B.5 SYNC.  
FLIGHT SIMULATOR (SUBLOGIC)  
ALL TRACKS NORMAL  
TRACKS 0 -- 21 INCREMENT 1.5  
TRACKS 7 -- 8 INCREMENT 1  
TRACK 9.5  
FOOSBALL  
COPY TRACK 0 DECODED  
CHANGE PARM 00 TO FE  
CHANGE PARM 01 TO DD  
CHANGE PARM 02 TO AD  
CHANGE PARM 03 TO DA  
CHANGE PARMS 04 -- 0A TO 00  
CHANGE PARM 0B TO 0C  
COPY TRACKS 1.5 TO 8.5 DECODED  
COPY TRACK 9.5 DECODE/SYNC  
CHANGE PARM 0F TO 01  
CHANGE PARM 10 TO 01  
CHANGE PARM 12 TO 7E  
CHANGE PARM 21 TO 17  
CHANGE PARM 25 TO 02  
CHANGE PARM 26 TO 03

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COPY TRACK A   DECODE/SYNC
COPY TRACKS B -- 14 DECODE
GAMMA GOBLINS
  USE DECODE OPTION ON ALL TRACKS
  COPY TRACK 0 SYNCHRONIZED
  COPY TRACK D SYNCHRONIZED
  CHANGE PARM 00 TO FE
  CHANGE PARM 01 TO DD
  CHANGE PARM 02 TO AD
  CHANGE PARM 03 TO DA
  CHANGE PARMS 04 -- 0A TO 00
  CHANGE PARMS 0B TO 0C
  COPY TRACKS 1.5 TO B.5 SYNC./DECODE
GENETIC DRIFT
  USE DECODE OPTION ON ALL TRACKS
  COPY TRACK 0
  CHANGE PARM 00 TO FC
  CHANGE PARM 01 TO BB
  CHANGE PARM 02 TO D5
  CHANGE PARM 03 TO DD
  CHANGE PARMS 04 THROUGH 08 TO 00
  CHANGE PARM 09 AND A TO BB
  CHANGE PARM 0B TO 0C
  COPY TRACKS 1 -- 3
  COPY TRACKS 4.5 -- 6 BY 1.5
  COPY TRACKS 7.5 -- B.5 INCREMENT 1
  CHANGE PARM 01 TO D4
  COPY TRACK D
  CHANGE PARM 01 TO AD
  CHANGE PARM 02 TO B5
  CHANGE PARM 03 TO DE
  COPY TRACKS E.5 -- 22.5 INCREMENT 1
GENERAL MANAGER
  COPY TRACKS 0 -- 22 NORMAL
  NOTE: TRECK 3 REQUIRES CHANGING PARM 13 TO 1D
  DO NOT CHANGE PARM 13 ON ANY OTHER TRACK
GORGON
  COPY TRACK 0
  COPY TRACKS 1.5 --F.5 SYNC.
  NOTE: NEWER VERSIONS MAY USE SNEAKERS COPY INSTRUCTIONS
HELL FIRE WARRIOR
  COPY TRACKS 0 -- 22 DECODE
HI RES CRIBBAGE
  TRACKS 0 -- 22 NORMAL
HI RES ADVENTURE #2
  TRACKS 0 -- 22 NORMAL
INVENTORY MANAGEMET SYSTEM
  COPY TRACKS 0 -- 22 DECODE
  KAVES OF KARKHAN: TRACKS 0 -- 22 DECODE
LOGO
  COPY TRACK 0
  COPY TRACKS 2 -- 22 NORMAL
  CHANGE PARM 16 TO FF
  COPY TRACK 1
  NOTE: YOU ARE PRESERVING THE NIBBLE COUNT ON TRACK 1
LOWER REACHES OF ASPHAI
  COPY TRACKS 0 -- 22 DECODE

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MOUSKATTACK

COPY TRACKS 0 -- 22 SYNC  
CHANGE PARM 11 TO 00  
CHANGE PARM 16 TO FF  
COPY TRACK 0 SYNCHRONIZED  
CHANGE PARM 16 TO 00  
COPY TRACKS 1 -- 22 SYNCHRONIZED

MISSION ESCAPE

TRACK 0 DECODE UNREADABLE TRACKS  
TRACKS 1 -- 1D NORMAL INCREMENT BY 1

MISSILE DEFENSE

TRACKS 0 -- 22 NORMAL

00-TOPOS

ALL TRACKS DECODE UNREADABLE TRACKS  
NOTE: THIS IS A 16 SECTOR DISKETTE

OUT POST

COPY TRACK 0 COMPRESSED  
COPY TRACKS 1.5 -- 8.5 NORMAL  
CHANGE PARM 16 TO FF  
CHANGE PARM 00 TO FE  
CHANGE PARM 01 TO DD  
CHANGE PARM 02 TO AD  
CHANGE PARM 03 TO DA  
CHANGE PARMS 04 -- 0A TO 00  
CHANGE PARM 0B TO 0C  
CHANGE PARM 16 TO FF  
COPY TRACK 9.5 NORMAL NOTE: YOU ARE PRE SERVING THE NIBBLE COUNT  
CHANGE PARM 16 TO 00  
COPY TRACK A DECODE/SYNC  
COPY TRACK 9.5 DECODE/SYNC

PEGASUS II

TRACKS 0 -- 22 NORMAL  
NOTE: CHANGE PARM 13 TO 1D FOR TRACK 3 ONLY

PFS & PFS REPORTS

COPY TRACKS 1 -- 13 USING DECODE  
CHANGE PARM 01 TO 93  
CHANGE PARM 02 TO F3  
CHANGE PARM 03 TO FC  
CHANGE PARMS 04 -- 0A TO 00  
CHANGE PARM 11 TO 00  
CHANGE PARM 15 TO E0  
CHANGE PARM 17 TO 04  
CHANGE PARM 18 TO 93  
CHANGE PARM 19 TO F3  
CHANGE PARM 1A TO FC  
CHANGE PARM 1B TO FF  
COPY TRACK 0 USING DECODE

WRITE PROTECT DISKETTES BEFORE USING

PFS (NEW RELEASE)

COPY TRACKS 0 -- 1 DECODE/SYNCHRONIZED COMPRESSED  
COPY TRACKS 3 -- 22 DECODE/SYNCHRONIZED COMPRESSED  
CHANGE PARM 14 TO F8  
CHANGE PARM 15 TO 60  
CHANGE PARM 17 TO 04  
CHANGE PARM 19 TO F3  
CHANGE PARM 1A TO FC  
CHANGE PARM 1B TO FF



COPY TRACK 2 DECODE/SYNCHRONIZED COMPRESSED (MAX RETRIES 2)  
 CHANGE PARM 14 TO FC  
 COPY TRACK 0 DECODE COMPRESSED (MAX RETRIES 2)  
 WRITE PROTECT THE DISKETTE BEFORE USING  
 PHANTOMS 5  
   TRACK 0 NORMAL  
   TRACKS 2 -- 1C NORMAL INCREMENT BY 1  
 THE PRISONER  
   COPY TRACKS 0 -- 22 NORMAL  
 PULSAR II  
   CHANGE PARM 0 TO FE  
   COPY TRACKS 2 -- C  
   COPY TRACKS 11 -- 19  
   COPY TRACKS 1A.5 -- 1D.5  
 RASTER BLASTER  
   COPY ALL TRACKS DECODE/SYNCHRONIZE  
   COPY TRACK 0  
   CHANGE PARM 00 TO FE  
   CHANGE PARM 01 TO AD  
   CHANGE PARM 02 TO DE  
   CHANGE PARMS 03 TO 0A TO 00  
   CHANGE PARM 0B TO 0C  
   COPY TRACK 1.5  
   COPY TRACKS 3.5 TO F.5 BY 4  
   COPY TRACKS 5    TO 11   BY 4  
   COPY TRACKS 6    TO 12   BY 4  
 RETRO-BALL  
   USE DECODE OPTION ON ALL TRACKS  
   CHANGE PARM 00 TO FE  
   COPY TRACK 00 DECODE  
   COPY TRACKS 4 -- 6  
   COPY TRACKS 9 -- C  
   COPY TRACKS E --10  
   COPY TRACKS 12 -- 14  
   COPY TRACKS 17 -- 1D  
   COPY TRACKS 20 -- 22  
 REVERSAL  
   COPY TRACKS 0 -- 2 NORMAL  
   COPY TRACK 3.5 NORMAL  
   COPY TRACKS 5 -- 22 NORMAL  
 RINGS OF SATURN  
   COPY TRACKS 0 -- 22 DECODE  
 SABOTAGE  
   COPY TRACKS 0 -- 22 NORMAL  
 SAT ENGLISH (SIDE 1)  
   NOTE: THIS REQUIRES VERSION 2.2  
   THIS IS A TWO SIDED DISKETTE. USE THE DECODE OPTION ON  
   ALL TRACKS AND BOTH SIDES.  
   COPY TRACK 0 SYNCHRONIZED  
   CHANGE PARM 01 TO EE  
   CHANGE PARM 02 TO FC  
   CHANGE PARM 03 TO 97  
   CHANGE PARMS 04 -- 0A TO 00  
   COPY TRACKS 1 -- 3 & TRACKS 6 -- 22  
   CHANGE PARM 00 TO FE  
   CHANGE PARM 01 TO FF  
   CHANGE PARM 02 TO FF

CHANGE PARM 03 TO DB  
 COPY TRACKS 4 -- 5 SYNC.  
 NOTE: THE COPY PROCESS MAY "HANG UP" DURING THE ANALYZE MODE OF  
 TRCKS 4 & 5. THIS IS NORMAL; IF IT HAPPENS, PRESS RESET AND  
 TRYTHE TRACK AGAIN. IF YOU FAIL TO COPY THESE TRACKS  
 PROPERLY, THE DISKETTE WILL CONTINUOUSLY ATTEMPT TO REBOOT.

SAT ENGLISH (SIDE 2)  
 NOTE: THIS REQUIRES VERSION 2.3  
 SEE ALL NOTES FOR SIDE 1. SIDE 2 IS VERY SIMILAR.  
 COPY TRACK 0 SYNC.  
 CHANGE PARM 01 TO 97  
 CHANGE PARM 02 TO EE  
 CHANGE PARM 03 TO D5  
 CHANGE PARMS 04 -- 0A TO 00  
 COPY TRACKS 1 -- 3 & TRACKS 6 -- 22  
 CHANGE PARM 00 TO FE  
 CHANGE PARM 01 TO FF  
 CHANGE PARM 02 TO FF  
 CHANGE PARM 03 TO DB  
 CHANGE PARM 26 TO 06  
 CHANGE PARM 28 TO 06  
 COPY TRACKS 4 -- 5 SYNC.

SNACK ATTACK  
 CHANGE PARM 11 TO 00  
 CHANGE PARM 15 TO 40  
 CHANGE PARM 17 TO 02  
 CHANGE PARM 18 TO AF  
 CHANGE PARM 19 TO DE  
 COPY TRACKS 0 -- 11 NORMAL

SNEAKERS  
 COPY TRACK 0 NORMAL  
 COPY TRACKS 1.5 -- F.5 SYNC

SNEAKERS (NEW)  
 USE DECODE AND SYNC ON ALL TRACKS  
 COPY TRACKS 0 & D.5  
 CHANGE PARM 00 TO FE  
 CHANGE PARM 01 TO DD  
 CHANGE PARM 02 TO AD  
 CHANGE PARM 03 TO DA  
 CHANGE PARMS 04 TO 0A TO 00  
 CHANGE PARM 0B TO 0C  
 COPY TRACKS 1.5 TO C.5  
 NOTE FOR TRACK 2.5 ONLY YOU WILL NEED TO CHANGE PARM 00 TO FF

SNOGLE (JOYSTICK)  
 COPY TRACKS 0 -- 2 NORMAL  
 CHANGE PARM 00 TO FE  
 COPY TRACKS 3 -- D NORMAL

SOFT PORN  
 TRACKS 0 -- 22 NORMAL  
 NOTE: ON TRACK 3 ONLY, CHANGE PARM 13 TO 1D

SOUTHERN COMMAND  
 CHANGE PARM 07 TO 00  
 COPY TRACK 0 DECODED  
 CHANGE PARM 01 TO D4  
 CHANGE PARM 03 TO B7  
 COPY TRACKS 1 -- 22 DECODED

SPACE EGGS

COPY TRACK 0 NORMAL  
 COPY TRACK 2 -- 6 NORMAL  
 COPY TRACKS 11 -- 13 NORMAL  
 COPY TRACKS 14 -- 1A NORMAL  
 SPACE RAIDERS  
   TRACKS 0 -- 4 NORMAL INCREMENT BY 1  
 SPACE WARRIOR  
   USE DECODE OPTION FOR ALL TRACKS  
   CHANGE PARM 00 TO FE  
   CHANGE PARM 01 TO DF  
   CHANGE PARM 02 TO AD  
   CHANGE PARM 03 TO DE  
   CHANGE PARM 04 -- 0A TO 00  
   CHANGE PARM 0B TO 0C  
   COPY TRACKS 1 -- 5 BY 4  
   COPY TRACKS 2.5 -- 6.5 BY 4  
   COPY TRACK 3.5  
   COPY TRACKS 8 -- 11  
 SPECIAL DELIVERY SOFTWARE (YES, ALL OF IT!)  
   COPY TRACKS 0 -- 22 DECODED  
 STAR THIEF  
   NOTE: THIS REQUIRES VERS. 2.2  
   COPY TRACKS 0 -- 13 NORMAL  
   CHANGE PARM 16 TO FF  
   CHANGE PARM 21 TO 05  
   CHANGE PARM 22 TO 02  
   COPY TRACK 22 NORMAL  
   NOTE: YOU WILL HAVE TO OPEN THE COPY DRIVE TO ADJUST THE D-SPEED  
   THIS IS REQUIRED TO PRESERVE THE NIBBLE COUNT.  
 STRATEGIC SIMULATIONS  
   (ALL APPEAR TO BE THE SAME)  
   SEE SOUTHERN COMMAND  
 SUICIDE  
   COPY TRACK 0 DECODED  
   CHANGE PARM 00 TO FE  
   CHANGE PARM 01 TO DF  
   CHANGE PARM 02 TO AD  
   CHANGE PARM 03 TO DE  
   CHANGE PARM 04 -- 0A TO 00  
   CHANGE PARM 0B TO 0C  
   COPY TRACKS 11.5 -- 20.5 BY 1.5 DECODED  
 SUPER SCRIBE  
   COPY TRACKS 0 -- 22 NORMAL  
   NOTE: FOR TRACK 3 ONLY CHANGING PARM 13 TO 1D MAY BE REQUIRED.  
 SUPER STELLER TREK  
   USE DECODE OPTION ON ALL TRACKS  
   COPY TRACK 0  
   CHANGE PARM 00 TO FE  
   CHANGE PARM 01 TO EE  
   CHANGE PARM 02 TO EF  
   CHANGE PARM 03 TO FE  
   CHANGE PARMS 04 -- 0A TO 00  
   CHANGE PARM 0B TO 0C  
   COPY TRACKS 1 -- 22  
 SWASHBUCKLER  
   CHANGE PARM 00 TO DB  
   CHANGE PARM 11 TO 00

CHANGE PARM 15 TO C0  
 CHANGE PARM 17 TO 08  
 CHANGE PARM 19 TO AA  
 CHANGE PARM 1E TO DB  
 CHANGE PARM 1F TO DB  
 COPY TRACKS 0 -- 22 DECODED  
 TEMPLE OF ASPHAI  
 COPY TRACKS 0 -- 22 DECODE  
 TETRAD  
 COPY TRACKS 0 -- 22 NORMAL  
 THIEF  
 USE THE DECODE OPTION FOR ALL TRACKS  
 COPY TRACK 0  
 CHANGE PARM 00 TO FE  
 CHANGE PARM 01 TO AE  
 CHANGE PARM 02 TO DE  
 CHANGE PARM 03 TO FE  
 CHANGE PARMS 04 -- 0A TO 00  
 CHANGE PARM 0B TO 0C  
 COPY TRACKS 1 -- 3  
 COPY TRACKS 6 -- 22  
 CHANGE PARM 01 TO DB  
 CHANGE PARM 02 TO AD  
 CHANGE PARM 03 TO FE  
 CHANGE PARM 0F TO 00  
 COPY TRACK 4 SYNCHRONIZED  
 CHANGE PARM 0F TO 01  
 COPY TRACK 5 SYNCHRONIZED AND COMPRESSED  
 NOTE: DRIVE SPEED MUST BE EXACTLY SET ACCORDING TO APPLE'S  
 D-SPEED TEST. VERS. 2.2 AND ABOVE MAY COPY TRACKS 4 & 5 BY  
 PRESERVING THE NIBBLE COUNT. TO DO THIS, CHANGE PARM 16 TO FF  
 AND DO NOT CHANGE PARM 0F OR COMPRESS TRACK 5.  
 THRESHOLD  
 COPY TRACKS 0 -- 22 NORMAL  
 NOTE: IT MAY BE NECESSARY TO CHANGE PARM 13 TO 1D FOR TRACK 1  
 ONLY  
 TWERP  
 COPY TRACK 0 COMPRESS  
 COPY TRACKS 1.5 -- E.5 NORMAL  
 COPY TRACK 1A  
 ULTIMA  
 PLAYER MASTER SIDE  
 0 -- 22 NORMAL  
 PROGRAM SIDE:  
 CHANGE PARM 00 TO FE  
 COPY TRACKS 0 -- 22 NORMAL  
 NOTE: SET RETRIES TO 3 AND RECOPY TRACKS WITH READ OR WRITE  
 ERRORS AS MANY TIMES AS REQUIRED TO COPY PROPERLY.  
 ULYSIS  
 COPY TRACKS 0 -- 22 NORMAL  
 NOTE: CHANGE PARM 13 TO 1D FOR TRACK 3 ONLY  
 VISICALC ///  
 COPY TRACKS 0 -- 22 SYNCHRONIZED  
 NOTE: BACK IT UP II + VER. 2.1 USERS CHANGE PARM 11 TO 02  
 VISICALC 16  
 (NOTE VERY EARLY VERSIONS MAY COPY TRACKS 0 -- 22 NORM).  
 COPY TRACK 0 DECODED

COPY TRCKS 2 -- 16 DECODED  
VISIDEX  
CHANGE PARM 11 TO 00  
CHANGE PARM 15 TO 60  
CHANGE PARM 17 TO 03  
CHANGE PARM 18 TO AA  
CHANGE PARM 19 TO EB  
CHANGE PARM 1A TO FD  
COPY TRACKS 0 -- 22 DECODE  
VISIFILE  
CHANGE PARM 11 TO 00  
CHANGE PARM 15 TO 40  
CHANGE PARM 17 TO 03  
CHANGE PARM 18 TO AA  
CHANGE PARM 19 TO EB  
CHANGE PARM 1A TO EC  
COPY TRACKS 0 -- 22 DECODE  
VISITREND/VISILOT (SEPARATE VERSIONS COPY ALIKE)  
COPY TRACKS 0 -- 6 DECODE  
COPY TRACKS 8 -- 22 DECODE  
CHANGE PARM 11 TO 02  
CHANGE PARM 15 TO 40  
CHANGE PARM 17 TO 02  
CHANGE PARM 18 TO AA  
CHANGE PARM 19 TO EB  
COPY TRACK 7 DECODED  
VISITERM  
COPY TRACKS 0 -- 5 DECODE  
COPY TRACKS 7 -- 22 DECODE  
CHANGE PARM 11 TO 00  
CHANGE PARM 15 TO 20  
CHANGE PARM 17 TO 03  
CHANGE PARM 18 TO AA  
CHANGE PARM 19 TO EB  
CHANGE PARM 1A TO FC  
COPY TRACK 6 DECODED  
WIZARD AND THE PRINCESS  
COPY TRACKS 0 -- 22 NORMAL  
WORD HANDLER  
COPY TRACKS 11 -- 22 NORMAL  
COPY TRACK 0 DECODE/SYNC.  
CHANGE PARM 01 TO FB  
CHANGE PARM 02 TO DF  
CHANGE PARM 03 TO DD  
CHANGE PARMS 04 -- 0A TO 00  
CHANGE PARM 0B TO 0C  
COPY TRACKS 1 -- C SYNC.DECODE  
ZORK I & II (NEW VERSIONS)  
CHANGE PARM 05 TO 00  
COPY TRACKS 0 -- 22 DECODE



ADDITIONAL PARMETERS FOR LOCKSMITH

These parameters were excluded from the most recent locksmith  
parm list

AIRSIM-1

T0-T2 sync: A8=B5 78=00 79=12 47=FF

T9-T22 sync

T3-T8 sync: 79=0E (T8 error OK)

(Write protect before running)

APPLE III BUSINESS GRAPHICS

T0-T22 SYNC: 18:50 19:00 40:04 46:96 75:00 76:00 77:00 78:00  
79:12

APPLE PANIC \*\*

T0 norm

T1-TC: 44=DD

APPLE WRITER (APPLE ///)

T0-T22 sync

APPLEWRITER II

T0-T22: 46=96 54=12

APPLE PFM

T0-T22: 10:04 16:40 46:96 51:00 53:0B 54:12 81:CF 82:F3 83:FC

CANNONBALL BLITZ \*\*

T0-T22: 46=96 54=12 53=00

T3-TF : 4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)

CROSSFIRE \*\*

T0-T22 normal

T1: 4C=1B APPLY PATCH NC30 (VERSION 4.0 ONLY)

4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)

(version 4.1 only)

CYBORG

T0-T22: 47=FF 48=F8 4D=00 4E=00 51=00 40=04

DATA REPORTER

T0-T22 norm: 4D=00 46=96 54=12

FIREBIRD

T0: 18=20 19=00 46=96 4D=00 4E=00 52=00 53=00 54=12 57=00 40=20

T1.5-TB.5 by 1 sync: 72=00 73=00 77=00 78=00 79=12 7C=00 40=20

19=00 44=DD 45=AD 46=DA

FS-1

T0 norm

T1.5-T21 by 1.5: 44=DB 45=AB 46=BF 40=20 4F=00 54=12

T7-T8

T9.5

GOLD RUSH \*\*

T0-T22: 46=96 4D=00 4E=00 21=02 26=06 51=00

HIRES CRIBBAGE and HIRES FOOTBALL \*\*

T0=T5 sync

T6-T22 normal

JAWBREAKER

T0-T22 norm

T3: 34=FF 44=DF 45=EF 46=F7 50=00 52=00 53=00 54=12

MOUSEKATTACK

T0-T22: 46=96 54=12 53=00

T23: 4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH NOTES)

NIGHTMARE GALLERY \*\*

T0-T22: 46=96 54=12 51=00 4D=00 4E=00



PRESIDENT ELECT  
     T0-T22: 25=19 6B=00  
 SCREENWRITER II \*\*  
     T0-T2: 4D=00  
 SUPERSCRIBE II  
     T0-T22 norm  
     T3 norm: 45=00 50=00  
 SUPERSCRIBE II \*\*      Same as PEGASUS II  
 TAX PREPARER  
     T0-T22: 46=96 54=12 4C=19  
 THEIF  
     T0-T22: 83=FF 4F=0B 53=00  
     T4-T5 sync: 38=02 1E=02 19=00 12=01 7C=00  
 TIGERS IN THE SNOW  
     T0-T22: 25=19 6B=00  
 TIME ZONE (Disk One)  
     T0-T4 sync  
     T5-T22 norm  
 TIME ZONE (All Other Disks)  
     T0-T22 norm  
 THRESHOLD  
     T0-T22 normal  
     T1-T23 by 22: 4C=1B (patch NC30 for version 4.0)  
                     4C=1B 57=00 E9=02 (USES NIBBLE COUNT SEE TECH  
                                             NOTES) (version 4.1 only)  
 ULTIMA  
     T0-T22: 1E=0B  
 VISICALC (APPLE ///)  
     T0-T22 SYNC  
 VISICALC (APPLE /// ADVANCED VERSION)  
     T0-T22 SYNC: 18:50 19:00 40:04 46:96 75:00 76:00 77:00  
                     78:00 79:12  
 WIZARDRY  
     T0-T9 normal  
     TF-T22 normal  
     TA-TE sync: 36:01  
     (Note- uses nibble count which requires drive speed  
     adjustment with either the <> signs or by removing drive cover  
     and adjusting actual speed. Also, you MUST put a write protect  
     tab on the copy disk BEFORE running.)  
 WIZARDRY \*\*  
     T0: 36:01 21:02 46:96 (USES NIBBLE COUNT SEE TECH NOTES)  
     T1-T22 sync: 36:00  
     (note- see notes on above procedure for WIZARDRY)



# NIBBLE AWAY PARMS

-----

THRESHOLD/ TRACKS 0-22 USE ERASE DEST  
ULLYSES SAVE AS THRESHOLD(WORKS GREAT)  
OUT POST SAME AS EPOCH  
CROSS FIRE SAME AS THRESHOLD  
AUTOBAHN--Sync Auto Half  
APPLE PANIC--Sync tracks 0-D  
BACK IT UP--Copy trk 0 then 1.5-4.5  
D.B. MASTER VER. 3--Copy using sync, but set C04 to 40, or between  
25-28 depending on you disk drive  
EPOCH--Same as sneakers  
EXECUTIVE SECRETARY GOLD LABEL--(parms) C06/A9,C07/AB normal copy  
FS1.FLIGHT SIMULATOR.--You have to do this one by hand.Copy 0-21 in  
1 1/2 increments, then copy 7,8,9 1/2  
GORGON--Auto Half, copy track 0 then copy 1.5 till you get errors  
(approx \$F)  
HEAD-ON--Auto Half  
LOCKSMITH 3.1--COPY 0 THEN 2.5-4.5 THEN D-10  
MULTI-DISK CATALOG III--All sync trks 0-23  
ORBITRON--Same parms as sneakers use sync, then copy track 0 then  
1.5-E.5, then change parm C03 to 03 then copy track F.5  
PADDLE GRAPHICS--COPY 0-23  
PEAGASUS II--Eras dest., Sync Auto Half  
PORNOPOLY--Copy 0-23 half tracks  
PULSAR II--Reduced error mode, 0-1A, then 1A.5-22  
RINGS OF SATURN--(parms) C06/FB,C07/FC use full tracks in sync  
SNEAKERS--(PARMS) C03/50,C0C/50,C0D/01, C0E/02-Copy track 00, then  
1.5-22  
SNOGGLE--Auto Half  
STAR CRUISER--Auto half  
ULTIMA--Sync and reduced error  
VISICALC 3.3--Sync copy

COPY ALL OF THE FOLLOWING USING SYNC  
AND IF A LOT OF ERRORS USE REDUCED  
ERROR MODE:

MISSILE DEFENSE  
CRIBBAGE  
SABATOGUE  
THIRLOGY  
OLD SUPER SCRIB

COPY ALL OF THE FOLLOWING ERASING THE  
DEST. DISK AND IMEDIATLEY COPYING USE-  
ING HALF TRACKS AND MAYBE SYNC:

EXPEDITER  
CRANSTON MANNOR  
GOBBLER  
SOFTPORN  
NEW SUPER SCRIPT



HADRON- SAME AS BEER RUN  
VISICALC ///-use sync

BEER RUN:PARMS C03/40  
                  C0C/40  
                  C0D/01  
                  C0E/02  
SELECT ERASE DEST:  
COPY TRK 0 USING SYNC  
COPY TRKS 1.5-D.5 SYNC

FIREBIRD C0C/10  
          C0F/31  
COPY TRK 0 USING SYNC, ERASE DEST  
COPY TRKS 1.5-B.5 SYNC, ERASE DEST.  
COPY TRK C.5-D.5 USING DATA MOVER

LOCKSMITH (3.1) PARMS

-----  
BACK IT UP--Copy track 0 then 1.5 to 4.5 inc 1. When booting, wait  
                  until you hear drive head seaking, then open door. Close  
                  door after menu appears  
D.B. MASTER--Copy tracks,0 to 5 sync, then tracks 6 to 22,normal  
FLIGHT SIMULATOR--Copy tracks 0 to 21 inc 1.5,then tracks 7to 8 inc 1  
                  then track 9.5 to 9.5 inc 1  
MICROSOFT ADVENTURE--sync,0-23 full trks  
ONLINE SYSTEMS SOFTWARE--Copy 0 to 5 in sync then 6-22 in normal copy  
SUPER DISK COPY 3.4-- All sync, 0-23 in full tracks. when booting  
                  wait till disk drive begins to choke.  
                  (brrrr....) press reset. It will come up  
                  working great.  
TRANQUILITY BASE--Do the following type: '/' '1' 'return' '80'  
                  'return' 'esc' 'esc' then copy regular  
VISICALC--Copy 0 to 23 in sync  
ZORK--Do the following type:  
           '/' '32' 'return' '88' 'return' '/' '1' 'return' '6' 'esc'  
          'esc' then copy regular



## Advanced Parameters

Page Name

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1.....DB Master  
3.....Magic Window II  
3.....Tubeway  
4.....Music Construction Set  
4.....War (Adventure International  
4.....The Market Analyzer  
4.....Prisoner II  
5.....Empire I: World Builders  
5.....Software Dimension's Accounting Plus II  
5.....Aztec  
5.....Softerm  
5.....Data \* Trans  
6.....Jump Jet  
6.....Homeword  
6.....Flight Simulator 2  
6.....How to Make Demuffin  
6.....How to Make Demuffin Plus  
6.....The Mask Of The Sun  
7.....The Serpent's Star  
7.....Hyperspace Wars  
7.....Copy II Plus 4.1  
7.....Zoom Grafix  
8.....BPI Accounting Series  
8.....The Galactic Adventures by SSI  
8.....Pandora's Box  
8.....Money Munchers  
9.....Zork I, Zork II, Zork III, Deadline, Starcross  
9.....Home Accountant  
9.....Apple Logo  
9.....Ultima II  
9.....Suspended  
10.....Visicalc  
10.....PCS  
10.....Pi9-Pen  
10.....Micro-Wave  
10.....Cannonball Blitz  
10.....A.B.M.  
11.....The Einstein Compiler  
11.....Graphic Processing System, Professional version  
11.....Videx Preboot Disks  
11.....Genesis the Adventure Creator  
11.....The Visible Computer  
11.....Lock It Up Protection  
12.....The Artist  
12.....Executive Briefing System  
12.....Data Factory  
12.....Visiterm 1.1  
12.....Marauder  
13.....VC - Expand  
13.....Knight Of Diamonds  
13.....Shadowhawk  
13.....Softporn  
13.....Visidex  
14.....Visifile  
14.....Congo  
14.....Galaxy  
14.....Data Reporter



## Advanced Parameters

### DB Master

DB MASTER IS AN INTERESTING CRACK BECAUSE IT USES A VARIETY OF PROTECTION SCHEMES AND BECAUSE IT WORKS BACK AND FORTH BETWEEN THE PROTECTED ORIGINAL AND COPYA DATA DISKS. ALSO THE PROGRAMS ARE ALL WRITTEN IN APPLE SOFT, BUT NO CATALOG OR VTOC EXISTS, AND THE ENTIRE SYSTEM IS RUN THROUGH EXTENSIVE DOS ALTERATIONS TO CONTROL DISK ACCESS DIRECTLY THROUGH RWTS. BECAUSE THE CATALOG, VTOC, ERROR MESSAGE AND OTHER ROUTINES ARE NOT NEEDED, STONEWARE HAS OVERWRITTEN THESE AREAS OF MEMORY WITH SIGNIFICANT CHANGES.

TO PROCEED WITH THIS CRACK IT IS ESSENTIAL THAT YOU HAVE SOME WAY OF INTERRUPTING THE PROGRAM AND GETTING INTO THE MONITOR. EITHER THE OLD NON-AUTOSTART MONITOR ROM, INTEGER BASIC CARD, OR A GOOD NMI BOARD ARE A MUST. BENEATH APPLE DOS AND BAG OF TRICKS (OR ANOTHER GOOD ZAPPER) ARE ALSO ESSENTIAL, AND 'DISK-O-DOC II' ALONG WITH EITHER MON+ FROM MICROSEEDS OR THE INSPECTOR ARE VERY USEFUL. THIS CRACK WAS DONE ON THE NEWEST VERSION OF DB MASTER (VERSION 3.02!), AND WHILE THE GUTS OF IT WILL WORK ON THE EARLIER VERSIONS, SOME OF THE LOCATIONS (BOTH IN RAM AND ON THE DISK) ARE DIFFERENT.

**\*\*IMPORTANT\*\*** WHENEVER YOU ATTEMPT TO BOOT YOUR CRACKED OR HALF-CRACKED DB MASTER, BE SURE TO HAVE IT WRITE PROTECTED!! **\*\*** ALSO, IT IS ALWAYS A GOOD IDEA TO WRITE PROTECT YOUR ORIGINAL DATA DISKS WHENEVER YOU RE-BLOCK THEM.

1) THE FIRST STEP TO THIS CRACK IS TO GET THE ENTIRE DISK TRANSFERED OVER TO A DISK WITH STANDARD DOS FLAGS. THIS IS EASY FOR TRACKS 0-5 AS THE ONLY PROTECTION HERE IS THE ALTERATION OF THE ENDING ADDRESS AND DATA FLAGS FROM DE AA TO DF AB. AN IOB TYPE OF PROGRAM CAN BE WRITTEN (SEE OLD MUSE MESSAGE) TO READ THESE TRACKS WITH THE ALTERED FLAGS, AND THEN TO WRITE THEM ONTO ANOTHER DISK WITH STANDARD FLAGS. BE CAREFUL THOUGH TO INITIALIZE YOUR DISK WITH VOLUME #001 AS DB MASTER CHECKS FOR THIS.

2) TRACKS 6.5 TO 22.5 ARE HARDER TO DEAL WITH BECAUSE NOT ONLY ARE THE FLAGS ALTERED BUT ALSO THE TRACKS ARE HALF TRACKED AND YOU NEED TO GET THEM WRITTEN OUT ONTO THE STANDARD DISK ON WHOLE TRACKS. YOU CAN WRITE A HALF TRACK ROUTINE INTO YOUR IOB PROGRAM (SEE EARLIER HALF-TRACKING MESSAGE), OR IF YOU HAVE THE VIDEX ENHANCER II YOU CAN CREATE TWO KEYBOARD MACROS AND DO THE WHOLE JOB IN ABOUT FIVE MINUTES USING DISK-O-DOC II. D-O-D LETS YOU ALTER THE DOS FLAGS THEN READ ANY TRACK OR HALF TRACK, THEN SET THE FLAGS TO STANDARD AND WRITE THE TRACK BACK OUT TO ANY OTHER TRACK OR HALF TRACK. IT IS CUMBERSOME TO DO A WHOLE DISK THIS WAY UNLESS YOU HAVE THE VIDEX ENHANCER, BUT THEN IT IS A SNAP. WHEN YOU ARE DONE WITH THIS YOU HAVE A COPYA DB MASTER, BUT IT WON'T RUN WITHOUT SOME CHANGES.

3) FIRST YOU HAVE TO ALTER THE DOS SO THAT IT DOESN'T LOOK FOR THE ENDING FLAGS DF AB. THESE FLAGS RESIDE AT MEMORY LOCATIONS B935, B93F, B991 AND B99B, AND CAN BE FOUND ON THE DISK ON TRACK 0, SECTORS 2 AND 3 WHERE THEY CAN BE ZAPPED TO THE STANDARD VALUES.

4) NOW IS A GOOD TIME TO ZAP THE ROUTINE THAT SETS THE RUN FLAG (D6) TO 80 TO PREVENT YOU FROM LISTING THE PROGRAMS. YOU CAN EA EA THE ROUTINE ON TRACK 0, SECTOR E. NOW AFTER YOU HALT THE PROGRAM AND ARE IN THE MONITOR ALL YOU HAVE TO DO IS HIT CTRL-C FOR BASIC AND THEN LIST TO SEE WHAT IS GOING ON.

5) IF YOU BOOT THE DISK AT THIS POINT (WRITE PROTECT!), IT WILL START LOADING BUT WILL BURP WHEN IT GETS TO TRACK 6 BECAUSE IT WANTS TO READ TRACK 6.5. IF YOU LOOK AT THE DOS SEEKABS ROUTINE IN MEMORY AT B9A0..B99F YOU WILL SEE THAT IT HAS BEEN ALTERED TO JSR TO B430. EXAMINING B430..B446 SHOWS THAT THE COUNTERS FOR THE TRACK NUMBER BEING READ ARE COMPARED TO #\$0C, AND IF FOUND TO BE GREATER ARE INCREMENTED BY ONE BEFORE RETURNING TO SEEKABS. THIS IS THE HALF TRACK ROUTINE, AND WORKS BECAUSE THE APPLE DISK DRIVE STEPPER MOTOR REQUIRES 2 PULSES TO INCREMENT ONE WHOLE TRACK, AND ONLY 1 PULSE TO INCREMENT A HALF TRACK. \$0C IS DECIMAL 12, WHICH IS THE NUMBER OF PULSES REQUIRED TO GET TO TRACK 06. THIS ROUTINE TESTS FOR THE NUMBER OF PULSES BEING REQUESTED AND IF THEY ARE FOUND TO BE EQUAL TO OR EXCEED 12 ONE EXTRA PULSE IS ADDED. TO DISABLE THIS ROUTINE CHANGE B434 TO 60, B438 TO EA EA, AND B441 TO EA EA EA. THESE CAN BE ZAPPED ON TRACK 0, SECTOR D. YOU COULD ALSO CHANGE IT BY INCREASING \$0C TO \$47 (DECIMAL 71) OR HIGHER, OR BY NOT JSRING TO THE ROUTINE IN THE FIRST PLACE, BUT THIS LATTER WAY IS DANGEROUS BECAUSE THE ROUTINE MIGHT BE ENTERED FROM MORE THAN ONE LOCATION.

6) NOW THE PROGRAM WILL RUN, BUT WHEN YOU TRY TO ACCESS A DATA DISK, IT BOMBS! WHY? WELL, BECAUSE THE PROGRAM THINKS THAT THE FLAGS ARE DIFFERENT ON THE DATA DISKS THAN THEY ARE ON THE PROGRAM DISK, AND BECAUSE OF THIS IT CHANGES THE FLAGS BEFORE READING THE DATA DISK. SINCE WE HAVE ALREADY CHANGED THE FLAGS TO STANDARD THE PROGRAM IS ACTUALLY SCREWING UP THE FLAGS BEFORE ACCESSING THE DATA DISK. IF YOU INTERRUPT THE PROGRAM AT THIS POINT AND EXAMINE B935, B93F, B991 AND B99B YOU WILL FIND THAT THEY NO LONGER ARE DE AA, BUT ARE NOW DD A9, OR THEY HAVE BEEN DECREMENTED BY ONE EACH! SINCE ON THE ORIGINAL PROGRAM THE FLAGS ARE +1 HIGHER THAN STANDARD, THE PROGRAM GOES THROUGH A ROUTINE OF LOWERING THESE FLAGS BY -1 WHEN ACCESSING A DATA DISK, AND RAISING THEM BACK BY +1 WHEN REACCESSING THE PROGRAM DISK. WE NEED TO FIND THIS ROUTINE AND DEFEAT IT. A SCAN OF B944..B99F (THE DOS RDADR ROUTINE) REVEALS THAT THE DB MASTER VERSION IS NO DIFFERENT FROM STANDARD, SO THE CHANGE MUST BE MADE BEFORE RWTS GETS THIS FAR. FINDING THIS ROUTINE IS A BIT DIFFICULT AND TAKES SOME SEARCHING, BUT EVENTUALLY WE ARE LEAD VIA THE AREA WHERE THE FILE MANAGER USED TO RESIDE (B37F..B396) TO A SERIES OF ROUTINES AT B4E4..B52F WHICH ARE USED TO INCREMENT AND DECREMENT THE VALUES OF THE ENDING ADDRESS AND DATA FLAGS. BY CHANGING B50C TO EA EA EA, B511 TO EA EA EA, B516 TO EA EA EA AND B51B TO EA EA EA WE DISABLE THIS ROUTINE. THESE CAN BE ZAPPED ON TRACK 0, SECTOR E.

7) NOW THE PROGRAM WILL RUN, AND RUN JUST LIKE ANY NIBBLE COPIED COPY WILL RUN. THIS IS DANGEROUS. STONEWARE IS REALLY HUNG UP ON THE ISSUE OF NON FACTORY AUTHORIZED COPIES AND SO THEY HAVE PUT TRAPS IN THE PROGRAM TO CHECK THE PROGRAM DISK TO SEE IF IT IS FACTORY ISSUE OR A NIBBLE COPY. ANY ONE WHO HAS USED LOCKSMITH OR NAIL ON DB MASTER KNOWS THAT ALTHOUGH THE COPIES APPEAR TO WORK FINE, EVERY ONCE IN AWHILE THE DAMN THINGS EITHER HANG UP OR EAT YOUR DATA DISKS. THIS USUALLY HAPPENS AFTER YOU HAVE PROCESSED ALOT OF DATA. THE PARMS FOR THESE PROGRAMS ARE SPECIFIC THAT YOU MUST SYNCHRONIZE THE TRACKS, SO

DB MASTER IS CHECKING FOR THE PROPER SYNCHRONIZATION AND SCREWING YOU IF IT FINDS IMPROPER SYNCHRONIZATION.. AFF7 IS THE BEGINNING OF THE STANDARD DOS ROUTINES THAT DEAL WITH THE VTOC AND THE DIRECTORY.. SINCE DB MASTER DOES NOT USE ANY OF THESE ROUTINES, STONEWARE HAS CHOSEN THIS AREA OF MEMORY TO PUT IN SOME TESTS ON THE PROGRAM DISK, AND SOME DATA EATING ROUTINES.. A STUDY OF B02F..B0F7 REVEAL A RAT'S NEST OF ROUTINES DESIGNED TO TAKE SAMPLE READINGS OF THE PROGRAM DISK'S CONTENT, TEST THEM, AND THEN TO BOMB IF THE EXPECTED RESULTS ARE NOT ACHIEVED.. THE CONSEQUENCE OF FAILING THESE TESTS IS TO END UP AT B0E7 WHICH IS A ROUTINE THAT WIPES OUT MEMORY FROM \$0400 ON.. ALSO, WE FIND THAT TESTS ARE MADE OF LOCATIONS 3F1 AND 3F0, AND AFTER EXAMINATION OF THE FIRST THREE APPLESOFT PROGRAMS, WE FIND THAT THESE LOCATIONS CONTAIN THE SERIAL NUMBER OF THE DISK!

IF YOU HAVE GOTTEN THIS FAR THE FIX FOR THIS AREA IS PRETTY STRAIGHT FORWARD, AND IT RESIDES ON TRACK 3, SECTOR 2.. ZAP B06B TO EA EA EA, B073:EA EA EA 18 EA, (THE 18 IS CLEAR CARRY), B082:18 EA, B08F:EA EA EA EA EA A9 AND B097:EA EA.. THEN MOVE ON TO B0D0 WITH 18 EA EA, B0D8:18 EA, B0E4:18 EA AND SET B0E7 THROUGH B0F5 TO 60'S.. THERE IS UNDOUBTEDLY A MORE ELEGANT WAY TO HANDLE THIS, BUT THIS APPEARS TO DO THE JOB..

8) NOW THAT YOU HAVE DISABLED THE SERIAL NUMBER CHECK YOU CAN PROCEED TO ZAP THE SERIAL NUMBERS ON THE DISK AND MAKE THEM WHATEVER YOU WANT.. THEY ARE RECORDED TWICE ONCE AT THE END OF TRACK 0, SECTOR E AND IN REVERSE ORDER AS THE LAST TWO BYTES ON TRACK 4, SECTOR E..

NOW YOU ARE FINISHED, AT LEAST I THINK SO.. I HAVE TRIED OUT THE CRACKED VERSION AND IT APPEARS TO WORK FINE, BUT KNOWING STONEWARE, THERE ARE PROBABLY MORE TRAPS BURIED SOMEWHERE WAITING TO JUMP UP AND GOBBLE YOUR DATA.. SO BE CAREFUL UNTIL YOU HAVE HAD ALOT OF EXPERIENCE WITH IT, AND IF YOU HAVE ANY PROBLEMS, LET ME KNOW AND WE'LL TRACK THEM DOWN..

THE UTILITY PAKS CAN BE CRACKED USING THE SAME LOCATIONS WITH A FEW SMALL CHANGES.. DOUBLE CHECK WHAT YOU ARE ALTERING TO BE SURE.. NOW YOU CAN START TO HAVE SOME FUN.. THE REASON THE PROGRAM IS SO DAMN SLOW IS THAT IT IS ALL IN APPLESOFT.. SOMEBODY OUT THERE SHOULD SEE IF HE CAN GET THE PROGRAMS OUT AND COMPILE THEM! WOULDN'T THAT BE NICE.. ALSO, IT WOULD BE A MAJOR BENEFIT TO MODIFY THE PROGRAM SO THAT IT ACCESSED A RAM CARD AND IF YOU HAD A 128K CARD THE SPEED INCREASE COULD BE SIGNIFICANT.. GO TO IT!

Magic Window II

- 1.. RUN COPYA
- 2.. CTRL-C
- 3.. 70
- 4.. CALL-151
- 5.. B925:18 60
- 6.. B988:18 60
- 7.. BE48:18
- 8.. 9DBFG
- 9.. RUN (COPYA THE DISK)
- 10.. SECTOR EDIT: TRACK 0, SECTOR A, BYTE 02, TO EA EA EA

Tubeway

- 1.. BOOT SYSTEM MASTER

- 2.. CALL -151
- 3.. B925:18 60
- 4.. B942:18
- 5.. B988:18 60
- 6.. BE48:18
- 7.. 9DBFG
- 8.. RUN COPYA..
- 9.. SECTOR EDIT: TRACK 0, SECTOR 3, BYTE 42, FROM 38 TO 18.
- 10.. NOW YOU HAVE A COPYA VERSION.. TO MAKE IT IN A FILE DO  
DO THE FOLLOWING..
- 11.. SECTOR EDIT: TRACK 22, SECTOR E, BYTES CE AND CF, FROM 00 40 TO  
69 FF..
- 12.. BOOT THE COPY.. WHEN THE TITLE PAGE APPEARS PRESS THE SPACE BAR  
TO COMPLETE LOADING..
- 13.. AFTER LOADING, TYPE C051 AND PRESS RETURN KEY
- 14.. BOOT A SLAVE DISK THAT HAS NO HELLO BY TYPEING C600G
- 15.. BSAVE TUBEWAY, A#900,L#8700 ON ANY INITAIALIZED 3.3 DISK THAT  
HAS ROOM FOR A 138 SECTOR FILE..
- 16.. \*\* IMPORTANT NOTE \*\*  
IF YOU WANT THE PROGRAM TO CONTINUE WRITING THE HIGH SCORE TO  
YOUR DISK THEN PROTECT TRACK 3, SECTOR 0 IN THE VTOC. OTHERWISE  
WRITE PROTECT..

#### Music Construction Set

- 1.. COPYA MCS ONTO BLANK DISK
- 2.. PUT THE COPY IN THE DRIVE
- 3.. BLOAD A4
- 4.. CALL -151
- 5.. 4C62:18
- 6.. 4C66:18
- 7.. BSAVE A4,A18944,L19296

#### War (Adventure International)

- 1.. INIT A DOS 3.3 DISK
- 2.. CALL-151
- 3.. B925:18 60
- 4.. B988:18 60
- 5.. 3DOG
- 6.. BRUN FID
- 7.. FID THE FILES ONTO THE NEW DISK
- 8.. BOOT THE NEW DISK
- 9.. LOAD HELLO
- 10.. SAVE HELLO
- 11.. BLOAD WAR
- 12.. CALL-151
- 13.. 802:65
- 14.. 3DOG
- 15.. BSAVE WAR,A#800,L#6C00
- 16.. NOW YOU HAVE A COPYA-ABLE COPY

#### The Market Analizer

- 1.. COPYA THE DISK
- 2.. SECTOR EDIT TRACK 1B SECTOR E, BYTES 62,63,64,76,77,78;  
CHANGE THEM ALL TO 'EA'

#### Prisoner II

- 1.. COPY-A THE ORIGINAL DISK

2. UNLOCK IF.SHAPE
3. BLOAD IF.SHAPE
4. CALL -151
5. 57A2:78 5B 61
6. 3DOG
7. BSAVE IF.SHAPE,A\$5600,L\$26E
8. LOCK IF.SHAPE

#### Empire I: World Builders

1. USE DEMUFFIN PLUS TO COPY ALL THE FILES TO STANDARD DOS 3.3
2. BLOAD IF.SHAPE
3. CALL -151
4. \*575F: A9 9E 8D 89 79 A9 2A  
\*5766: 8D 87 79 60
5. BSAVE IF.SHAPE,A\$5600,L\$282

#### Software Dimension's Accounting Plus II

1. ALL FOUR DISKS ARE NOT COPY PROTECTED (COPYA-BLE)
2. THE FOLLOWING WILL ALLOW THE PROGRAM TO RUN PERFECTLY WITHOUT THE FIRMWARE CARD.
  - A. PUT THE FIRMWARE CARD IN ANY SLOT YOU LIKE (EXCEPT 0).
  - B. BSAVE FIRMWARE,A\$CX00,L\$100 ( X=SLOT NUMBER OF CARD )
  - C. LOAD SYSHELLO.PROG
  - D. TYPE '22 HIMEM:36863'
  - E. TYPE '24 PRINT CHR\$(4);"BLOAD FIRMWARE,A\$9000" '
  - F. SAVE SYSHELLO.PROG
  - G. BLOAD APII.CODE
  - H. CALL -151
  - I. 197C:1D
  - J. 1B72:C3
  - K. BSAVE APII.CODE,A\$800,L\$1406
3. YOU NOW HAVE A VERSION OF ACCOUNTING PLUS II THAT NO LONGER NEEDS THE FIRMWARE CARD.

NOTE: THIS APPLIES ONLY TO VERSION 1.3 OF THE SOFTWARE  
BUT THE TECHNIQUE WORKS FOR OTHER VERSIONS..ONLY  
THE LINE NUMBERS AND/OR LOCATIONS ARE DIFFERENT.

#### Aztec

1. BOOT SYSTEM MASTER
2. CALL-151
3. B925:18 60
4. B988:18 60
5. BE48:18
6. B942:18
7. RUN COPYA AND COPY THE DISK.
8. NOW USE A SECTOR EDITOR AND ACCESS TRACK 0 SECTOR 3 AND CHANGE  
BYTE 42 FROM 38 TO 18.

#### Softerm

1. DEMUFFIN 'SOFTERM'
2. TO RUN IT, TYPE 'BRUN SOFTERM'

#### Data\*Trans

1. BOOT DOS



2. CALL -151
3. B942:18
4. RUN COPYA
5. COPY DISK
6. SECTOR EDIT TRACK 0, SECTOR 3:  
BYTE 42 FROM 38 TO 18

#### Jump Jet

1. CTRL-C AFTER POWERUP
2. CALL -151
3. B925:18 60
4. B988:18 60
5. BE48:18
6. BRUN FID
7. FID TO A NORMAL DOS 3.3 DISK

#### Homeword

1. COPYA DISK
2. SECTOR EDIT TRK:06 SEC:02, CHANGE BYTES: A3 A4 A5 TO: EA EA EA

#### Flight Simulator 2

1. USE ECHO 1.0 COPIER STRAIGHT. IGNORE ALL ERRORS!

#### How To Make Demuffin

1. Bload muffin
2. Call-151
3. Type the following  
1155:00 1E  
115B:D9 03  
1197:A0 20  
15A0:A0 D2 D3 C9 C4 C5 CE D4  
15A9:A0 C4 AE CF AE D3 AE  
15B6:B2  
15F7:C4 C5  
20A0:A9 1E 8D B9 B7 20 FD AA 48  
20A9:A9 BD 8D B9 B7 68 60
4. Bsave DEMUFFIN,A\$803,L\$1900

#### How To Make Dumuffin Plus

1. Boot 3.3 DOS
2. Type INT (For integer)
3. Bload MUFFIN
4. Call -151
5. Type the following  
D4D5C (Initialises the prgm aid relocation code)  
1900 B800.BFFF CTRL-Y (Relocates the routine)  
1900 B800.BA10 CTRL-Y  
1155:00 19 03  
1197:A0 20  
15A0:A0 D2 C5 D3 C9 C4 C5 CE  
15AB:D4 A BD 8D B9 B7 68 60
6. Bsave DEMUFFIN PLUS,A\$803,L\$1900

#### The Mask Of The Sun

1. Boot DOS
2. CALL-151
3. B942:18

4. Run COPYA and copy disk
5. SECTMOD Track 0 Sector 3 Byte 42 from 38 to 18
6. Access the HELLO program with a text editor and delete the line that says to BRUN the file that is called something like LL(V27)

#### THE SERPENT'S STAR

1. Do exactly the same as The Mask Of The Sun but then replace the DISK1 file with the same file from Mask of the Sun.

#### Hyperspace Wars

1. Boot 3.3 System Master and type FF
2. INIT HELLO on a new disk
3. BLOAD MUFFIN
4. CALL-151
5. Enter:
  - 1A08:D6
  - 1A76:D6
  - 1A63:18
  - 1BD5:60 24
  - 1DA6:D5
6. Then from monitor, run MUFFIN by typing: 803C
7. Now MUFFIN all the files onto the disk you INIT.
8. When asked what file, type '=', and copy over existing HELLO name.

#### Copy II Plus 4.1

1. INIT a slave disk and delete the HELLO program.
2. CALL-151
3. 9600<C600.C6FFM N 96F8:4C 59 FF
4. Insert COPY+ disk and type 9600G
5. 9800<800.9FFM N 96F8:4C 01 98
6. 9808:98 N 98B3:4C 59 FF N 9600G
7. 4A00<B000.BFFFFM N 5A00<800.8FFM
8. Boot slave disk from the first step 9) CALL-151
10. 800<5A00.5AFFM N 5A00:A2 00 BD 00 4A 9D 00 B0 E8 D0 F7 EE 04 5A  
EE 07 5A AD 07 5A C9 C0 90 E8 A9 60 8D FF 02 4C 10 10 N 1900:  
4C 10 10 N 7FD:4C 00 5A
11. BSAVE COPY 2+ UTILITIES,A#7FD,L#5223
12. Repeat steps 2-6
13. 3C9A:4C 59 FF N 1900G
14. Press RETURN when prompted
15. Boot Slave disk from first step
16. CALL-151
17. Type 8FB:A9 60 8D FF 02
18. BSAVE BIT COPIER,A#8FB,L#2805

#### Zoom Grafix

1. DEMUFFIN all the files to a normal disk
2. Boot normal DOS; insert disk containing the DOS 3.3 ZOOM GRAFIX files
3. LOAD GRAFIX II
4. Type: 1395 LM=0
5. SAVE GRAFIX II
6. LOAD GRAFIX
7. Type: 101 GR: ?CHR\$(4);"MAXFILES1"
8. Type: 102 POKE 2049,97: KB=49152: KS=KB+16: NORMAL

9. Type: 104
10. Type: 150 VTAB 21: POKE 103,1: POKE 104,96:  
POKE 24576,0: POKE 36873,0:DR=36864
11. SAVE GRAFIX
12. LOAD GRAFIX SET-UP
13. Type: 105 POKE 47094,0
14. SAVE GRAFIX SET-UP

#### BPI Accounting Series

1. Boot your System Master and run Copya. When you are asked for the source slot, hit CTRL-C then type CALL -151 for the monitor. Put this patch in Copya as follows:  
\*B925:18 60 \*B988:18 60 \*BE48:18  
Now type 3DOG, RETURN to get back to Applesoft and then type RUN80 and run Copya on BPI. The disk drive should only burp when it hits Track 2, Sector F.
2. Boot up a sector editor and read Track 2, Sector 4. At Byte +20 enter: A9 90 8D 14 A4 A2 BA 3E 15 03 CA D0 FA 4C 54 1E. After you write this back out to the disk you have a cracked, Copya version which runs perfectly.
3. BPI has also screwed around with all of the DOS commands so that you can't load, list or understand the programs. The changes are as follows:  
LOAD = LOLD                      RUN = B CTRL-K  
DELETE = I CTRL-K                CLOSE = I CTRL-K  
READ = B CTRL-L                  EXEC = P CTRL-L  
WRITE = I CTRL-L                POSITION = B CTRL-P  
OPEN = P CTRL-P                APPEND = I CTRL-P  
RENAME = B CTRL-G              CATALOG = P CTRL-G  
MON = PR#                      NOMON = B CTRL-Z  
PR# = P CTRL-Z                IN# = I CTRL-Z  
FP = LIST                      MAXFILES = B CTRL-T  
INT = CALL                    BSAVE = B CTRL-E  
BLOAD = P CTRL-E              BRUN = I CTRL-E  
VERIFY = BUZZOFF  
ZAP Byte +BE from 49 to 4F on Track 1, Sector 7 to change List to Lost so that you can list the programs using list.

#### THE GALACTIC ADVENTURES BY SSI

1. Copy the 2 disks using Nibbles Away II with Address D4 AA B7
2. Write Protect both copies
3. Boot up Disk #1 and hit CTRL-C to break it. This should be done after you hear the disk head travel up and down in the drive.
4. Flip integer card switch up and hit reset then type D6:0 and <CR>. Next type 9DBFG to return to Basic.
5. Type '& LOAD "HELLO"'
6. Type '& 2 <CR>'
7. Remove write protect tab
8. Type '& DEL "HELLO"' then '& SAVE "HELLO"'
9. Write protect the disk.

#### Pandora's Box and Money Munchers

1. CALL-151
2. B992:EA EA
3. 9DBFG
4. Copy the entire disk with Copya

- 5.. Read Track 0, Sector 3 and change byte 91 to 'DE'
- 6.. Write it Back

#### ZORK I, Zork II, Zork III, Deadline, Starcross

- 1.. BOOT YOUR SYSTEM MASTER
- 2.. CALL-151
- 3.. TYPE:  
B925:18 60  
B988:18 60  
BE48:18
- 4.. 3DOG
- 5.. POKE 47355,41:POKE 47356,0
- 6.. RUN COPYA
- 7.. MODIFY TO,S2:  
LOC \$5D TO AD  
LOC \$FB TO 29  
LOC \$FC TO 0

#### Home Accountant

- 1.. BOOT YOUR SYSTEM MASTER
- 2.. CALL-151
- 3.. B992:EA EA
- 4.. 3DOG
- 5.. BRUN FID
- 6.. COPY ALL FILES

#### Apple Logo

- 1.. COPY DISK
- 2.. READ IN TO,S \$A
- 3.. FIND "A4 7E 4C 41 40"
- 4.. CHANGE THE "A4" TO "AE"

#### Ultima II

- 1.. Copya Ultima II
- 2.. Use a sector to read in track 3, sector C.
- 3.. Change byte 84 to EA
- 4.. Change byte 85 to EA
- 5.. Change byte 86 to EA
- 6.. Rewrite the Sector
- 7.. This does not work for the galatic disk.

#### Suspended

- 1.. BOOT NORMAL DOS
- 2.. ICALL-151
- 3.. \*B925:18 60
- 4.. \*B988:18 60
- 5.. \*BE48:18
- 6.. \*3DOG
- 7.. IPOKE 47355,41
- 8.. IPOKE 47356,0
- 9.. Run Copya
- 10.. Use a sector editor and do the following:  
READ TRACH 0,SECTOR 2:  
CHANGE BYTE 5D TO AD  
" " FB 29  
" " FC 00
- 11.. Write the sector back

#### Visicalc

1. BOOT REGULAR DOS. 3.3
2. INIT A SLAVE DISK THEN DELETE THE HELLO PROGRAM.
3. BOOT VISICALC.
4. PRESS RESET---NOTE OLD-F8 MONITOR ROM REQUIRED OF SOMETHING THAT ALLOWS YOU RESET INTO THE '\*' PROMPT.
5. 8800<800.8FFM
6. BOOT THE SLAVE DISK CREATED IN STEP 2.
7. A964:FF
8. 800<8800.88FFM
9. 7FD:4C 37 5A ----> TO JUMP TO THE ENTRY POINT
10. BSAVE VISICALC,A\$7FD,L\$B7FF

#### PCS

1. COPY PCS WITH NIBBLES AWAY TRACKS 0-22 NORMAL.
2. USING BAG OF TRICKS INITIALIZE THE DISK USING THE PRESERVE DATA OPTION 16 SECTOR FORMAT.

#### Pig-Pen

1. INIT A 3.3 DISK
2. BOOT FIG PEN
3. RESET INTO MONITOR W/INTEGER CARD
4. TYPE: 800: 4C 00 00  
A964: FF
5. GET INTO BASIC
6. BSAVE IT TO YOUR INITED DISK
7. COPY THE FIG PEN HELLO

#### Micro-Wave

1. BOOT UP NORMAL DISK AND TYPE:
2. CALL-151
3. B925:18 60
4. B988:18 60
5. B348:18 60
6. 3DOG
7. RUN COPY-A AND COPY DISK
8. USE SECTOR EDITOR TO READ TRACK 1, SECTOR C
9. CHANGE BYTE 51 TO EA  
" " 52 TO EA  
" " 53 TO EA
10. REWRITE SECTOR & WRITE PROTECT DISK

#### Cannonball Blitz

1. COPY ORIGINAL USING COPY-A
2. USE SECTOR EDITOR AND LOAD  
TRACK 17, SECTOR E
4. CHANGE BYTE FROM 49 TO 60
5. REWRITE SECTOR

#### A.B.M

1. Boot up the disk and press Ctrl-C before it finishes booting
2. Type new and catalog the disk (this should catalog, if not re-boot and go back to step 1)
3. Load the basic programs 1 by 1 saving each one to tape before loading the next. After 1 is saved re-boot a slave disk, load the program from the tape, make sure it looks right and save it

under the same name as on the A.B.M. disk ( do this for each basic program on the disk).

4. Bload the machine language programs and either make a note of where the start and the length by looking at location AA61, AA62 for length and AA72, AA73 for the starting address; or Bload them at location 2000 and estimate at the length.
5. After that is done move one machine program at a time into location 2000 and reboot the disk you're saving the cracked version on, Bsave the same name and the location you put it at.
6. Now you Bload the machine program at the correct location in memory and resave it under the same name and the now correct address and length.
7. You should now be able to just run the hello program and the game should work. If not see if you can figure out what's wrong and go back and redo that part of it.
8. HINTS  
If you cannot find the address and length of some of these machine programs, a few are listed in the basic programs.

The address to bload the 2 control programs can be found in the basic program "ADJUST". They both have the same address which is A\$300. The lenght can be found near the end of the listing in ADJUST.

The basic program ABM must be changed to just machine language. This can be done easily by just saving the machine language info between \$80F and \$2000 to tape then reloading it once re-booted and Bsaving it. The Hello and ADJUST programs must then be changed so that they say " BRUN ABM " instead of " RUN ABM ".

The machine file "PIC" can be simply Bloaded (which puts it between \$2000 and \$4000), re-booted and Bsaved on your cracked disk with no problem whatsoever.

#### The Einstein Compiler

1. COPYA THE DISK
2. Sector edit track 8 sector 4, bytes 2A-2C change from BD 8E C0 to 4C E2 91.

#### Graphic Processing System, Professional version

1. DEMUFFIN THE FILES
2. LOAD HELLO
3. CALL-151
4. COB:60
5. SAVE HELLO

#### Videx Preboot disks

#### GENESIS the Adventure Creator

#### The Visible Computer

#### Any other program win Lock It UP Protection

1. If you have access to Lock It Up (version 5.1 or later, preferably), just use it to protect a disk on which you have put DEMUFFIN. You can then run DEMUFFIN under the altered DOS (if you don't have Lock It Up, you will probably have to load DEMUFFIN from tape as putting it in memory and then moving it for the final crack does not work well with programs protected



- with Lock It Up) and take all the files off.
2. Genesis and The Visible Computer have some additional protection that checks for the altered DOS. In Genesis, just list the program and delete the line that is a CALL to an address in DOS (A line number above 40000). In The Visible Computer you must load the long Applesoft program and then immediately type DEL 1,1 to delete the line that prevents listing. You will then find a line about 1/2 way through the program that is a CALL to a PEEKed address. Delete this and you will have cracked the program.

#### The Artist

1. Copy disk with COPYA
2. Boot DOS
3. Unlock MAIN MENU
4. BLOAD MAIN MENU
5. CALL -151
6. 4231: 60 60... (Type 36 60s all together)
7. BSAVE MAIN MENU, A\$4000, L\$A4D

#### Executive Briefing System

1. INITIALIZE DESTINATION DISK.
2. COPY TRACKS 0-21 NORMAL
3. WITH A SECTOR EDITOR - TRACK 0 - SECTOR 0 - CHANGE BYTE #48 FROM 00 TO 4A.
4. TRACK 22 IS NOT USED.

#### Data Factory

1. BOOT 3.3 MASTER
2. CALL -151
3. \*B942:18
4. 3DOG
5. BRUN FID
6. COPY BOTH DISKS
7. DO THE FOLLOWING ON BOTH DISKS-
  - A. LOAD TDF
  - B. DELETE LINE 5
  - C. SAVE TDF
  - D. BLOAD AMPER FACTORY.OBJO
  - E. CALL -151
  - F. \*8340: EA EA EA
  - G. \*BSAVE AMPER FACTORY.OBJO, A\$8240, L\$1305

#### Visiterm 1.1

1. USE COPYA TO COPY THE DISK
2. UNLOCK VISITERM
3. BLOAD VISITERM
4. CALL-151
5. \*2118:60
6. \*9DBFC
7. BSAVE VISITERM, A\$2000, L\$01F0

#### Marauder

1. BOOT 3.3 DOS
2. CALL -151
3. \*B942:18
4. 3DOG

- 5.. RUN COPYA
- 6.. GOTO TRACK 11 - SECTOR 7 - BYTE #8B - CHANGE TO 60

#### VC - Expand

- 1.. BOOT VC - EXPAND
- 2.. CALL-151
- 3.. \*4000<900..2116M
- 4.. BOOT SLAVE DISK
- 5.. BSAVE VCX.BRUN,A\$900,L\$1816

#### Knight Of Diamonds

- 1.. FRONT SIDE -
  - A.. BOOT LOCKSMITH 4.0
  - B.. COPY TRACK 0-9 SYNC
  - C.. COPY TRACK 10-22 SYNC
  - D.. CHANGE PARAMETER 36:01
  - E.. COPY TRACK 9-F SYNC
  - F.. WRITE PROTECT
- 2.. SCENARIO
  - A.. CHANGE PARAMETERS 36:01 46:96
  - B.. COPY TRACK 0
  - C.. CHANGE PARAMETER 36:00
  - D.. COPY TRACKS 1-22 SYNC

#### Shadowhawk

- 1.. BLOAD HEAD.PIC
- 2.. CALL-151
- 3.. 4000:60
- 4.. BSAVE HEAD.PIC,A\$2000,L\$2150
- 5.. BLOAD HAWK.PIC
- 6.. 4000:60 60 60 60 60 60 60 60
- 7.. 4008<4000..4007M
- 8.. 4010<4000..400FM
- 9.. 4020<4000..401FM
- 10.. 4040<4000..403FM
- 11.. 4080<4000..407FM
- 12.. 4100<4000..40FFM
- 13.. BSAVE HAWK.PIC,A\$2000,L\$2150

#### Softporn

- 1.. TRANSFER THE FILES WITH MUFFIN OR DEMUFFIN ON A 3.3 DISK
- 2.. BOOT DISK
- 3.. HIT RESET
- 4.. LOAD HELLO
- 5.. GO TO MONITOR
- 6.. 120D:60
- 7.. 9DBFG
- 8.. SAVE HELLO

#### Visidex

- 1.. BOOT VISIDEX
- 2.. HIT RESET
- 3.. PUT NORMAL 3.3 DISK IN DRIVE
- 4.. 8C2:EA EA EA EA EA
- 5.. 9DBFG
- 6.. BSAVE VD1,A\$800,L\$4800
- 7.. BSAVE VD2,A\$9CF0,L\$10

8. BSAVE VD3,A\$B600,L\$100
9. WRITE AN EXEC PROGRAM TO -
  - A. BLOAD VD1
  - B. BLOAD VD2
  - C. BLOAD VD3
  - D. CALL 2051

#### Visifile

1. COPYA VISIFILE
2. GOTO TRACK 22 SECTOR 4 BYTE 2D - CHANGE FROM 0A TO OF

#### Congo

1. BOOT 3.3 DISK
2. CALL-151
3. \*C091 C091 D000<9D00..BFFFFM
4. BOOT GAME DISK
5. HIT RESET AND GO IN MONITOR
6. \*C090 C090 9D00<.D000.F2FFM C091
7. 7FD:4C 0B
8. 9DBFC
9. 16CA:4C 00 48
10. A964:FF
11. BSAVE CONGO,A\$7FD,L\$8F03

#### Galaxy (From Avalon Hill)

1. USE COPY II+ 4.1 TO COPY DISK. YOU MUST CHANGE THE DOS VERSION ON BOTH A AND B DRIVES TO DOS 3.2 FIRST.
2. USE MUFFIN TO CONVERT ALL THE FILES TO DOS 3.3
3. THATS IT! (COPYA VERSION!)

#### Data Reporter

1. COPYA THE DISK (IGNORE THE ERR)
2. RUN HELLO (ON ORIGINAL)
3. 'QUIT' THE PROGRAM
4. PUT COPY IN DRIVE
5. BSAVE HELLO.OBJ,A\$9400,L\$06FF
6. LOCK HELLO.OBJ
7. UNLOCK HELLO
8. 63999 PRINT D\$;"BLOAD HELLO.OBJ":RETURN
9. SAVE HELLO
10. LOCK HELLO
11. THAT'S IT!



## LOCKSMITH TECHNICAL NOTES

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(based on most frequently asked questions)

We are maintaining an extensive and detailed list of disks which LOCKSMITH will copy, as well as any parameter changes or patches which the user must make to copy certain disks.

We are working hard to provide users with necessary parm changes as we determine them. We openly solicit user input regarding LOCKSMITH parameters which work for certain disks.

If, after you make the recommended parameter changes and you are still unable to copy the disk in question, follow these instructions:

1. Make sure your disk drive speed is correct.
2. Retry the copy reversing the order of the disk drives used.
3. If possible, attempt the copy on a different apple or set of drives to make sure that the problem is not your disk drives.
4. If all fails, write us about the problem including all pertinent information about what attempts you made to copy the disk. If we are able to solve your problem, we will contact you.

Some protected disks use a technique known as nibble counting. This technique is based on the fact that all APPLE disk drives run at slightly different speeds, and even the speed of a specific disk drive varies slightly over time. Disks which are protected by this method count the nibbles on a given track and record this unique number somewhere else on the disk. When the disk is booted by the user, the nibble count on the track in question is checked against the correct value. Simply copying the track will almost always write a different number of nibbles due to disk drive speed variation.

LOCKSMITH 4.1 has a provision for nibble counting, and will preserve nibble counts on any track requested. To request nibble count preservation, set parm 36 to 01. (This is automatically done for the user when parm 4C is set to 1B.) After the track is written to the copy disk, the nibbles are counted and compared to the original count to be preserved. The difference is shown as a four-digit hex number preceeded by '<' or '>' to indicate to the user which way to manually adjust the count. The count may be adjusted in one of two ways. Either the disk speed adjustment pot can be turned in the direction indicated by the '<' or '>' arrows (see user manual regarding disk speed adjustment), or a limited amount of adjustment can be done from software without actually adjusting the disk speed.

To adjust the nibble count from software, press either '<' or '>' as indicated, and wait until the speaker begins beeping. The speaker will beep rapidly once for each nibble that the track is being shortened or lengthened. Then press the return key (or any key other than '<' and '>') and allow the nibble count routine to test the track again. When the nibble count is within the tolerance value specified by PARM 37 (normally 00), the track will be considered copied correctly. This technique may seem cumbersome, but it is the only way in which a track may be copied while preserving the nibble



count

Note that nibble count adjustment from software (using '<' and '>') will not work if a typeahead buffer is installed on the APPLE. To perform nibble count preservation, either remove the typeahead buffer, or adjust the disk speed pot directly.

When the nibble-editor is entered from the main menu, the track is read into the buffer with no LOCKSMITH analysis whatsoever. No nibbles will be indicated as self-sync (inverse), as this is determined when analysis occurs during a disk copy operation. Also, ctrl-B and ctrl-E will place the cursor at the beginning and end of the buffer, because track-start and track-end are also determined by analysis during disk copy.

To enter the nibble-editor after analysis by LOCKSMITH, perform a copy operation, specifying manual error retry. Open the door of the copy disk drive to cause a verify error (error code 8) and enter the nibble editor by selecting: 5. Nibble-Edit Current Track Data. In this way you may nibble-edit a track after LOCKSMITH has performed analysis on it.

THE CHEAT GUIDE

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Compiled By

Mike Moore

Contents:

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Instructions  
Tested Hints  
Untested Hints  
Hints That Failed Our Test  
Notes

## The Cheat Guide

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Thank you for buying The Cheat Guide. If you have any questions concerning this guide please feel free to mail us at:

Moore's Microware  
417 Persimmon Road  
Walnut Creek, CA 94598

To use The Cheat Guide you must have some knowledge of Applesoft, DOS, and a little bit of machine language. This Guide was NOT made for beginners.

We are currently trying to collect as many cheat hints as possible. If you have any you would like to donate to Moore's Microware, we would be more than glad to receive them.

The cheating hints have been arranged in three groups. The first group are cheating hints that we have tested and have worked. We cannot say it will work with your copy. The second group are hints that we have not tested. The last group are hints that we have tested, but failed to work. The hints from this group could still possibly work with your copy of a game.

Moore's Microware cannot be responsible for any damages caused by using these hints. We also can not be responsible if they don't work.

For many of the hints, you need to have a broken or un-copy-protected version of the program. For copy-protected disks and other information refer to the 'Notes' section in the back.

For ordering information contact us on the Source at TCT492 or CompuServe at 71016,150. Mail us at the address below. Dealer inquiries welcome.

Moore's Microware  
417 Persimmon Road  
Walnut Creek, CA 94598

Thank you,

Mike Moore



## Tested Hints

-----

### A.E.

1. Bload A.E.
2. Call -151
3. EE1: ## (##= The number of men wanted in hex.)
4. Type 7FDG to start.

### Alien Ambush

1. Bload Alien Ambush
2. Call -151
3. 60E9: 80 (This is the most ships possible.)
4. 4000G

### Beer Run

1. Bload Beer Run
2. Call -151
3. C64: ## (##= The number of men wanted in hex.)
4. 800G

### Borg

1. Press shift-ctrl-M-N while you are playing to show the different levels.

### Cannonball Blitz (More Men)

1. Bload Cannonball Blitz
2. Call-151
3. 868C: ## (##= The number of men wanted in hex.)
4. 7FDG

### Cannonball Blitz (Fast Music)

1. Bload Cannonball Blitz
2. Call-151
3. 8F76: A0 01
4. 3D0G
5. Call 2045

### Choplifter

1. While playing press ctrl-L
2. Type a number from 1-3 to go to that level.

### Creepy Corridors

1. Bload Creepy Corridors
2. Call-151
3. 86A: 08 (This is the most men possible without messing up the program.)
4. 800G

### Evolution

1. Use a sector editor
2. Read Track 5, Sector 5
3. Change Byte #31 to ##. (##= The number of men wanted in hex.)

### Galaxian (Lower bonus ship score)

1. Brun Apple Galaxian
2. Hit Reset (Do not use autostart roms.)
3. 4886: ## (##= The thousands digit of bonus ship in hex.)
4. 4800G

#### Gold Rush

1. Bload Gold Rush
2. Call -151
3. BE3: ## (##= The number of men wanted in hex.)
4. 7FDG

#### Labyrinth

1. Run Labyrinth
2. Press 'Esc', 'K', 'A', 'Y'
3. Press 9 to get more ships
4. Press any number between 1-8 to go to that level.

#### Mars Cars

1. Bload Mars Cars
2. Call -151
3. 7024: ## (##= The number of cars wanted in hex.)
4. 3FDG

#### Microwave (Only One Enemy)

1. Press Reset when hi-res screen appears.
2. Call -151
3. 8146: 0
4. 8100G

#### Miner 2049er (#1)

1. Run Game
2. Get to where the program asks you one or two players.
3. Type '#' and a number between 0 and 9.
4. You will start at that level. (0= level 10)

#### Sea Dragon

1. Boot Game
2. Hit Reset when ship apears on left.
3. For unlimited air:
  - A. 8C32: 00
  - B. 8C59: 00
4. For no damage to sub:
  - A. 8C61: EA EA EA
  - B. 8C77: EA EA EA
  - C. 8C6E: EA EA EA
5. 5C40G

#### Serpentine

1. While playing the game do the following.
2. Press 'Esc'
3. Press '!' and '\$'
4. Repeat step 3 for as many ships as you want.

#### Snapper

1. Bload Snapper
2. Call -151
3. 851: ## (##= The number of men wanted in hex.)

4. 7FDG

#### SnOgggle

1. Run Game
2. Press 'Shift-Ctrl-M' when you die (when the pie is falling apart)
3. This will give you 3 guys.

#### Soft Porn

1. Boot Game
2. Go into the Casino
3. Bet a negative sum at 21 and loose.
4. Repeat step 3 until you have enough money.

#### Space Kadet

1. Bload Space Kadet
2. Call -151
3. 5DDE: ## (##= The number of men wanted in hex.)
4. 7FDG

#### Space Quarks

1. Bload Space Quarks
2. Call -151
3. 3C54: ## (##= The number of men wanted in hex.)
4. BDFG

#### Taxman (No Ghosts)

1. Bload Taxman
2. Call -151
3. 505C: EA EA EA
4. 800G ( Try 4000G if 800G fails. )

#### Taxman (More Men)

1. Bload Taxman
2. Call -151
3. 522B: ## (##= The level wanted to start at in hex.)
4. 5231: ## (##= The number of men wanted in hex.)
5. 800G ( Try 4000G if 800G fails. )

#### Threshold

1. For Broken Copy:  
Bload Threshold  
Call -151
2. For Copy-protected disk:  
Boot Game  
Hit Reset after all loaded in
3. For Unlimited Ships:  
45B0: EA EA EA  
7ECD: EA EA EA
4. For No Laser Overheat:  
7666: 4C 7D 76
5. For Unlimited Fuel:  
7623: EA EA EA  
7839: EA EA EA
6. 6B00G

#### Viper

1. Bload Viper
2. Call -151
3. CCD: C0
4. 7FDG

#### Wangle

1. Bload Wangle
2. Call -151
3. 7250: ## (##= The number of men wanted in hex.)
4. Start Game

#### Wavy Navy (Unlimited Ships)

1. Bload Wavy Navy
2. Call-151
3. 1E63: EA EA EA
4. 931G (Use Ctrl-R to break out.)

#### Wizardry

1. Create a bishop in your party.
2. Inspect something, but instead of 1-8 type '9'.
3. Repeat step 2 until you get 'Success'.
4. Your bishop will now have 100,000,000 experience points!

## Untested Hints

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### Akalabeth

1. Boot Game
2. Create a Warrior character
3. Buy several magical amulets
4. Use them when you are not near a creature.
5. First you will be turned into a toad.
6. Continue using them, and will you be turned into a lizard man.
7. Each time you are turned into a lizard man, your attributes will increase immensely.

### Alien

1. Type Ctrl-W.

### Bug Attack

1. Bload Bug Attack
2. Call-151
3. 49D1: ## (##= The number of beetles wanted in hex.)
4. 8FD6

### Bug Battle

1. Bload Bug Battle
2. Call-151
3. 3FE6: EA EA EA
4. 9316

### Color Planetoids

1. Bload Color Planetoids
2. Call-151
3. 9B7: ## (##= The number of ships wanted in hex.)
4. Start Game

### Falcons II

1. Run Falcons II
2. Select (1) Ship
3. Hit Reset
4. Now you have 100 Ships.

### Frogger

1. Bload Frogger
2. Call -151
3. 6504: ## (##= The number of frogs wanted in hex.)
4. Start Game

### Money Munchers

1. Bload Money Munchers
2. Call -151
3. 1020: ## (##= The number of men wanted in hex.)
4. Start Game

### Neptune

1. Bload Neptune
2. Call -151

3. 8290: ## (##= The number of ships wanted in hex.)
4. Start Game

#### Night Crawler

1. Bload Night Crawler
2. Call -151
3. 340A: ## (##= The number of men wanted in hex.)
4. 3300G

#### Quad 6112 (More Men)

1. Bload Quad 6112
2. Call -151
3. 980: ## (##= The number of men wanted in hex.)
4. 2FCG

#### Quad 6112 (Unlimited Men)

1. Bload Quad 6112
2. Call -151
3. 3E87: EA EA EA
4. 2FCG

#### Raiders Of The Lost Ring

1. Run Game
2. Press Reset
3. 685A: ## (##= The number of ships wanted in hex.)
4. 803G

#### Spy's Demise

1. Bload Spy's Demise
2. Call -151
3. 60AB: ## (##= The number of men wanted in hex. Do not exceed \$7F.)
4. 3F00G

#### Star Blazer

1. Bload Star Blazer
2. Call -151
3. 1023: ## (##= The number of men wanted in hex.)
4. Start Game

#### Super Puckman

1. Bload Super Puckman
2. Call -151
3. 84D: 0A
4. 147B: 04
5. 1C40: 60
6. 800G

#### Taxman II (No Ghosts)

1. Bload Taxman II
2. Call -151
3. 84CA: 60 N F00G

#### Wargle

1. Bload Wargle
2. Call -151
3. 7250: ## (##= The number of men wanted in hex.)



#### 4. Start Game

## Hints That Failed Our Test

-----

### Bolo

1. Bload Bolo
2. Call-151
3. 19A8: EA EA EA
4. 1D38: EA EA EA
5. 1100G

### Canyon Climber

1. Bload Canyon Climber
2. Call -151
3. 3FFF: ## (##= The number of men wanted in hex.)
4. 2000G

### Eliminator

1. Bload Eliminator
2. Call -151
3. 17AC: ## (##= The number of ships wanted in hex.)
4. 7FDG

### Falcons

1. Bload Falcons
2. Call -151
3. 685B: ## (##= The number of ships wanted in hex.)
4. 3FDG

### Gobbler

1. Bload Gobbler
2. Call -151
3. 6046: ## (##= The number of men wanted in hex.)
4. 6000G

### Hell Storm

1. Bload Hell Storm
2. Call -151
3. 6F25: ## (##= The maximum level to start at in hex.)
4. 6F4A: ## (##= The number of men wanted in hex.)
5. Start Game

### Miner 2049er (#2)

1. Run Game
2. Get to where the program asks you one or two players.
3. Hit Reset
4. 764: EA EA EA
5. 841: ## (##= Level that player one starts at.)
6. 842: ## (##= Level that player two starts at.)
7. 981G

### Snake Byte

1. Run Game
2. Press Reset
3. 16AE: ## (##= The number of snakes wanted in hex.)
4. 7265: ## (##= The level wanted to start out.)
5. 77EAG

#### Ribbit

1. Bload Ribbit
2. Call -151
3. 70DB: ## (##= The number of frogs wanted in hex.)
4. 7FDG

#### Rocket Command

1. Bload Rocket Command
2. Call -151
3. 4563: ## (##= The number of bases wanted in hex.)
4. Start Game

#### Sneakers

1. Bload Sneakers
2. Call -151
3. 6EBB: ## (##= The number of ships wanted in hex.)
4. C050 C055
5. 329G

#### Succession

1. Bload Succession
2. Call -151
3. 6B71: ## (##= The number of men wanted in hex.)
4. D00G

#### Swashbuckler

1. Bload Swashbuckler
2. Call -151
3. AE0: ## (##= The number of men wanted in hex.)
4. 1800G

#### Thief

1. Bload Thief
2. Call -151
3. 4873: EA EA EA
4. 3FFDG

## Notes

-----

Whenever the last step in a game cheat is 'Start Game' you must do the following steps to start the game:

1. AA72.AA73
2. You will come up with something like this:  
AA72- #1 #2
3. Type the following using the numbers above:  
#2 #1 G

Many of the game cheats will work for copy-protected disks. This will only work on cheats that blood in step one and Call -151 in step two and do not say 'Start Game' as the last step. Do the following Steps:

1. Boot Game
2. Let the game fully load in
3. Hit Reset (Do not use autostart Roms)
4. Follow the rest of the steps

'Hex' is the number system the computer uses. Ask your Apple dealer or someone for more information concerning the hex numbering system. ('FF' is the highest number in hex.)

Sometimes the game will not work if you put in too many extra men. Some will not work if you put a letter (A-F) as the hex number.



Nibbles Away II Update 1

-----> Adventure International

Rear Guard \*

0-22 : Addr = D5 AA 96

Sectmod (F=16,C=OFF,T=03,S=03)

Change address 00 from AE to 60

Sea Dragon \*

0-21 : Addr = D5 AA 96

22-22 : Addr = FC 87 E9 BA

Override glitch detect, override nibble filter, override

sync convert, override standardizer, nibble count

sync size = 08, shift N- = 00, findmax = 03

-----> Add Software

Super Packman V3.0 \*

0-E : Addr = DD AD DA

-----> American Educ Computer

Micro-Read Master \*

0-2 : Addr = D5 AA 96

4-22

3-3 : Addr = F7 AB D5

Micro-Read 1-3 \*

0-22 : Addr = D5 AA 96

-----> Automated Simulations

Temple of Apshai \*

0-2 : Addr = D5 AA B5

3-22 : Addr = D5 AA 96

Star Warriors \*

Hellfire Warrior \*

Rescue At Rigel \*

0-22 : Addr = D5 AA B5

-----> Avante-Garde Creations

Jumpjet \*

0-21 : Addr = D5 AA 96

22-22 : DATAMOVER

-----> Budgeco

Pinball Construction Set \*

0-5 : Addr= D5 AA 96

8-E

11

13-1B

-----> California Pacific



Bill Budge's Space Album \*  
0-0 : Addr = D5 AA B5  
1-B : Addr = D5 AA AD

-----> Continental Software

LA Land Monopoly \*  
0-2 : Addr = D5 AA 96  
3-22: Addr = D6 AA 96

-----> Data Most

A Round About \*  
0-10 : Addr = D5 AA 96  
11.5 - D.5 : Override Standardizer

-----> Double Gold Software

Lock It Up 4.1 \*  
0-22 : Addr= EB D5 AA 96 FF  
Write protect before booting

-----> Dept. of Natural Sciences, ORU

Nutricheck-81 \*  
0-22 : Addr = D5 AA 96

-----> Eduware

The Terrorist \*  
Space I \*  
Space II \*  
0-22 : Addr = D5 AA B5

-----> Hayden

Reversal \*  
0-0 : Addr = D5 AA 96  
1-15: Addr = D5 AA B5  
3.5-3.5 : Addr = D5 AA B5

-----> Highland Computer

Mummies Curse \*  
0-22 : Addr = D5 AA 96

-----> Howard W. Sams

P.D.Q. Data \*  
0-22 : Addr = D5 AA 96

-----> Insoft

Graforth II \*  
0-22 : Addr = D5 AA 96

-----> Lighting Software



Mastertype (16 Sector)

0-22 : Addr = D5 AA 96  
Sync Siz= 0A, Fix Amnt= 04  
SECMOD (F=16,C=OFF,T=00,S=05)  
Change address 42 from 38 to 18  
SECMOD (F=16,C=OFF,T=00,S=05)  
Change address FF from BB to B7

-----> Micro Lab

Madventure \*

0-22 : Addr = D5 AA 96  
Ins = D5 AA AD

-----> Microsoft

TASC Compiler \*

0-22 : Addr= D5 AA 96

-----> Muse

Castle Wolfenstein \*

0-22 : Addr = D5 AA 96

The Voice \*

Castle Wolfenstein \*

U-Draw II \*

Robot Wars \*

0-22 : Addr = D5 AA B5

-----> Online Systems

Cranston Manor \*

0-22 : Addr = D5 AA 96  
18-18: Addr = D5 EF F7  
Find Max = 03, Shift N- = 00, Shift N+ = 08  
Use Nibble Count

Pegasus II \*

0-22 : Addr = D5 AA 96  
3-3 : Addr = FE BF DF  
Find Max= 03, Shift N+= 08, Shift n-= 00  
Use Nibble Count

ScreenWriter II (REVISED)

0-22 : Addr= D5 AA 96  
Sync Siz= 0A, Fix Amnt= 04  
SECTNOD (F=16,C=ON,T=03,S=08)  
Change Address 94 from 20 to EA  
Change Address 95 from 00 to EA  
Change Address 96 from 7F to EA  
SECTMOD (F=16,C=ON,T=13,S=04)  
Change Address 4D from 20 to EA  
Change Address 4E from 00 to EA  
Change Address 4F from 6D to EA

Softporn \*

0-22 : Addr= D5 AA 96  
3-3 : Addr= D5 CF F7  
Find Max= 03, Shift N+= 08, Shift N-= 00

```

        Use Nibble Count
Ulysses & the Golden Fleece *
    0-22 : Addr= D5 AA 96
    3-3  : Addr= D5 EF F7
        Find Max= 03, Shift N+= 08, Shift N-= 00
        Use Nibble Count
General Manager 2.0 (REVISED)
    0-22 : ADDR = D5 AA 96
        SECTMOD (F=16,C=0N,T=21,S=0B)
            Change Address 09 from 20 to EA
            Change Address 0F from 20 to EA
            Change Address 10 from 00 to EA
            Change Address 11 from 70 to EA
General Manager 2.0 (REVISED)
    0-22 : ADDR = D5 AA 96
        SECTMOD (F=16,C=0N,T=20,S=0B)
            Change Address 09 from 20 to EA
            Change Address 0F from 20 to EA
            Change Address 10 from 00 to EA
            Change Address 11 from 70 to EA
General Manager 2.0 *
    0-22 : Addr = D5 AA 96
        SECTMOD (F=16,C=0N,T=21,S=0B)
            Change Address 08 from 03 to 06
Hires Adventure 0 *
    0-22 : Addr= D5 AA 96
Cross Fire *
    0-22 : Addr= D5 AA 96
        Erase Dest Tracks
Ultima II *
    0-22 : Addr= D5 AA 96
        Ins = D5 AA AD
        Override Sync Convert, Override Nibble Filter
        SECTMOD (F=16,C=0N,T=3,S=0C)
            Change Address 84 to EA
            Change Address 85 to EA
            Change Address 86 to EA
The Dark Crystal *
    0-22 : Addr = D5 AA 96
        Disk 1, Side 1, SECTMOD (F=16,C=0N,T=8,S=8)
            Change F3 from BD to 60
The Dark Crystal *
    0-22 : Addr = D5 AA 96
        Disk 1, Side 1, SECTMOD (F=16,C=0N,T=5,S=F)
            Change Address A8 from 20 to EA
            Change Address A9 from F0 to EA
            Change Address AA from 5F to EA
Zaxxon *
    1-12 : Addr= D5 AA 96
    0-0  : Nibble Count
    13-13
Lisa 2.5
    0-22 : Addr= D5 AA 96
        Sync
-----> Penguin Software

```

Transylvania \*

Crimewave \*

0-22 by 2 : Addr = D5 AA 96

1-21 by 2 : Addr = D4 AA 96

Thunderbombs \*

Crime Wave \*

0-10 by 2 : Addr = D5 AA 96

1-11 by 2 : Addr = D4 AA 96

-----> Quality Software

Bag of Tricks \*

0-0 : Addr= D5 AA B5

Ins= DF AA EF EF, Sync Siz= 0A

1-15: Addr= D5 AA B5 or D6 AA B5

Bag of Tricks \*

0-0 : Addr = D5 AA B5

Ins= DF AA AB F7, Sync Siz=0A

1-15: Addr = D5 AA B5

-----> Rainbow Computing

Stellar Treck \*

0-22 : Addr= D5 AA B5

-----> Sensible Software

Disk Recovery V1.6 \*

Disk Organizer V2.2 1981 \*

0-22 : Addr = D5 AA B5

Error on track 1 o.k.

-----> Sentient Software

Cyborg \*

Oos-Topos \*

0-22 : Addr= D5 AA 96

Insr= AB AB AB

-----> Sirius Software

Wayout

Type Attack

0-1C : Addr= AD DA DD

22-22: Addr= AA D5 D5 FF D6 FF FD

21-21: Addr= AA

Nibble Count, Sync Siz= 0A, Match NM= 06

Repton \*

Wavy Navy \*

Flip Out \*

0-F : Addr= AD DA DD

Errors after 0B o.k.

22-22: Addr= AA D5 D5 FF D6 FF FD

21-21: Addr= AA

Nibble Count, Sync Siz= 0A, Match NM= 06

Repton \*

0-D : AA DA DD

```

        Data Max= 25
20-20: Addr= FE AA D5 D5 FD FB
22-22
21-21: Addr= AA FD FE
        Sync Siz= 0A, Match Num= 06
Space Eggs *
    0-0 : Addr= D5 AA B5
    11-13
    2-6 : Addr= D5 AA BA
    14-19: Addr= DD AA F7
    1A-1A: Addr= F7 AA D5

-----> Sirtech Software

Wizardry *
    0-22 : Addr= D5 AA 96
        Sync, Erase Dest Tracks, Gap Size= 05, Sync Siz=0A

-----> Software Emporium

Inferno *
    0-22 : Addr= D5 AA 96

-----> Software Publishing Corp.

PFS Graph (REVISED) *
    0-0 : Addr= 93 F3 FC FF
        Insr= 93 F3 FC FF
        Offset- = 02, Sync Siz= 0A
    1-13: Addr= D5 AA 96
PFS / PFS Report (REVISED) *
    0-0 : Addr= 93 F3 FC FF
        Insr= 93 F3 FC FF
        Offset- = 02, Sync Siz=0A
    1-13: Addr= D5 AA 96
        Insr= D5 AA 96
        Write Protect before booting
PFS File /// *
    0-22: Addr=D5 AA 96
        Ins = DE AA EB, Offset= 03
PFS File /// *
    0-22: Addr= D5 AA 96
        Ins = DE AA EB, Offset+= 03, Override Standardizer
        Set Sync add on FE and FF (Inverse)

-----> Softronic

Softerm *
    0-2 : Addr= D5 AA 96
    4-22: Addr= BE AA 96
    3-3 : Addr= BE AA AB
        Find Max=03, Shift N-= 00, Shift N+= 08

-----> Strategic Simulations

Computer Ambush II *
    0-22 : Addr= D4 AA B7

```

Tigers In The Snow \*  
Shattered Alliance \*  
Operation Apocalypse \*  
Germany 1985

0-22 : Addr= D5 AA B5

Computer Conflict

0-0 : Addr= D5 AA B5

1-22: Addr= DA AA EB

-----> Synergistic Software

Microbe \*

0-22: Addr= D5 AA 96

Override Standardizer, Override Nibble Filter

Global Program Editor \*

0-22: Addr= D5 AA 96

Microbe \*

0-0 : Addr= D5 AA 96

1-22: Addr= D5 AA BF

(Note: Save game feature will crash disk!)

-----> Ultrasoft

Mask of the Sun \*

0-22: Addr= D5 AA 96

SECTMOD (F=16,C=OFF,T=02,S=0D)

Change Address 41 from 9D to EA

Change Address 42 from 8F to EA

Change Address 43 from C0 to EA

SECTMOD (F=16,C=OFF,T=00,S=03)

Change Address 42 from 38 to 18

## INDEX

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The following is an alphabetical list of programs that The Parameter Guide has parameters for. To the right of each program name is a 2 or 3 letter code which stands for the copier that copys it. Most of the programs can be copied by more than one copier.

|                                         |   |                           |                          |
|-----------------------------------------|---|---------------------------|--------------------------|
| CP                                      | = | COPY II PLUS 4.1          |                          |
| CU                                      | = | COPY II PLUS 4.1 UPDATE   |                          |
| NU                                      | = | NIBBLES AWAY II UPDATE    |                          |
| EDD                                     | = | ESSENTIAL DATA DUPLICATOR |                          |
| BU                                      | = | BACK IT UP II+            |                          |
| LS                                      | = | LOCKSMITH 4.1             |                          |
| L3                                      | = | LOCKSMITH 3.1             |                          |
| LA                                      | = | LOCKSMITH - ADDITIONAL    |                          |
| AP                                      | = | ADVANCED PARAMETERS       |                          |
| N1                                      | = | NIBBLES AWAY I            |                          |
| N2                                      | = | NIBBLES AWAY II           |                          |
|                                         |   |                           |                          |
| 3-D GRAPHICS SYSTEM                     |   |                           | -CU                      |
| 3-D SKIING                              |   |                           | -N2                      |
| A2-FS1                                  |   |                           | -EDD, N2, N1, L3, BU, LA |
| A2-FB1                                  |   |                           | -N2                      |
| A.B.M.                                  |   |                           | -EDD, AP, CU             |
| ACCOUNTANT                              |   |                           | -CU                      |
| ACCOUNTING PLUS II                      |   |                           | -AP                      |
| ACE CALC & ACE WRITER                   |   |                           | -CU                      |
| ADAPTABLE SKELETON                      |   |                           | -CU                      |
| ADDRESS BOOK                            |   |                           | -CU                      |
| ADVANCED VISICALC FOR THE APPLE IIe     |   |                           | -CU                      |
| ADVANCED VERSION VISICALC FOR APPLE III |   |                           | -LS, CU                  |
| ADVENTURE IN TIME                       |   |                           | -N2                      |
| AE                                      |   |                           | -EDD, CU                 |
| AGENDA FILES                            |   |                           | -CU                      |
| AIRSIM-1                                |   |                           | -EDD, N2, LA, CU         |
| AIR TRAFFIC CONTROLLER                  |   |                           | -N2, CU                  |
| AKALABETH                               |   |                           | -LS, CU                  |
| ALGEBRA I                               |   |                           | -EDD, N2, CU             |
| ALGEBRA II                              |   |                           | -CU                      |
| ALIEN AMBUSH                            |   |                           | -AP                      |
| ALIEN RAIN                              |   |                           | -CP, N2, BU, CU          |
| ALIEN TYPHOON                           |   |                           | -LS, CU                  |
| ALKEM-STONE                             |   |                           | -BU, CU                  |
| ALPHA BYTES                             |   |                           | -CU                      |
| AMPERMAGIC                              |   |                           | -CU                      |
| APPLE II BUSINESS GRAPHICS              |   |                           | -CU                      |
| APPLE IIe BUSINESS GRAPHICS             |   |                           | -CU                      |
| APPLE III BUSINESS GRAPHICS             |   |                           | -LA, CU                  |
| APPLE ACCESS ///                        |   |                           | -CU                      |
| APPLE ADVENTURE                         |   |                           | -CU, EDD, BU             |
| APPLE BARREL                            |   |                           | -CU                      |
| APPLE BUSINESS BASIC                    |   |                           | -CU                      |
| APPLE CILLIN                            |   |                           | -N2, CU                  |



|                                          |                           |
|------------------------------------------|---------------------------|
| APPLE FORTRAN                            | --CU                      |
| APPLE LOGO                               | --CU                      |
| APPLE PANIC                              | --CU, EDD, N2, BU, LA     |
| APPLE PASCAL 1.1                         | --CU                      |
| APPLE PILOT                              | --CU                      |
| APPLE PRESENTS (ALL 4)                   | --EDD                     |
| APPLE PRINT USING                        | --LS                      |
| APPLE PROGRAM MANAGER                    | --LS                      |
| APPLE WORLD                              | --LS, CU, EDD, N2         |
| APPLE WRITER                             | --EDD                     |
| APPLE WRITER II                          | --CU, EDD, N2, LA         |
| APPLE WRITER II PRE-BOOT                 | --CU                      |
| APPLE WRITER IIe                         | --EDD, CU                 |
| APPLE WRITER 80 COLUMN PRE-BOOT          | --EDD, CU                 |
| APPLE WRITER ///                         | --CU, N2, BU, LA          |
| APPLEIDS                                 | --LS                      |
| APPLESOFT COMPILER                       | --CU                      |
| APPOINTMENT HANDLER                      | --CU                      |
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| ARCADE MACHINE                           | --EDD                     |
| ARTIST, THE                              | --AP                      |
| A2-FBI                                   | --CU                      |
| ARSENE LARCIN                            | --CU                      |
| ASCII EXPRESS II                         | --EDD, AP                 |
| ASTROID FIELD                            | --EDD, BU                 |
| AUDX                                     | --EDD                     |
| AUTOBAHN                                 | --N2, N1, BU, CU, LS      |
| AUTOMATED ACCOUNTING FOR MICROCOMPUTERS  | --CU                      |
| AZTEC                                    | --CU, EDD, N2, AP         |
| BACK IT UP                               | --N1, L3                  |
| BACK IT UP II                            | --CU                      |
| BACK IT UP II+                           | --CU                      |
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| BANDITS                                  | --LS, CU                  |
| BANK STREET WRITER                       | --EDD                     |
| BASIC FRANCAIS                           | --CU                      |
| BASIC MAILER                             | --LS                      |
| BASIC TUTOR SERIES                       | --CU                      |
| BATTLE CRUISER                           | --CU                      |
| BATTLE FOR NORMANDY                      | --EDD, CU                 |
| BATTLE OF SHILOH                         | --LS, N2, CU              |
| BEER RUN                                 | --LS, CU, EDD, N2, N1, BU |
| BENEATH APPLE MANOR (SE)                 | --EDD                     |
| BEST OF MUSE                             | --N2, CU                  |
| BILL BUDGE 3-D GRAPHICS                  | --EDD, BU, CU             |
| BILL BUDGE'S SPACE ALBUM                 | --CU, NU                  |
| BILL BUDGE TRILOGY OF GAMES              | --EDD                     |
| BIRTH OF THE PHOENIX                     | --N2, CU                  |
| BLADE OF BLACK POOL                      | --LS                      |
| BOLO                                     | --CU                      |
| BOMB ALLEY                               | --CU                      |
| BORG                                     | --LS, EDD, N2, BU, CU     |
| BPI BUSINESS ACCTING SYSTEM              | --LS, N2, BU, AP          |
| BRAIN SURGEON OR MASTER DIAGNOSTICS PLUS | --LS, CU                  |
| BRIDGE MASTER                            | --CU                      |
| BRIDGE TUTOR                             | --N2                      |
| BROADSIDES                               | --EDD                     |

|                                    |                          |
|------------------------------------|--------------------------|
| BUG, THE                           | -N2                      |
| BUG ATTACK                         | -EDD, BU                 |
| BUMBLE GAMES / PLOT                | -N2                      |
| CAIBES                             | -CU                      |
| C-DEX                              | -CU                      |
| CAMPAIGN TRILOGY                   | -EDD                     |
| CANNONBALL BLITZ                   | -CU, EDD, N2, BU, LA, AP |
| CANYON CLIMBER                     | -EDD, N2                 |
| CARTELS AND CUTTHROATS             | -LS, EDD, N2, CU         |
| CASINO                             | -CU                      |
| CASINO 21                          | -N2, BU                  |
| CASTLE OF DARKNESS                 | -LS, BU, CU              |
| CASTLE WOLFENSTEIN                 | -LS, CU, EDD, BU, NU     |
| CAVERNS OF FREITAG                 | -CU                      |
| CAVES OF OLYMPUS                   | -CU                      |
| CCA DATA MANAGEMENT                | -EDD                     |
| CEILING ZERO                       | -CU, N2                  |
| CHECKERS (ODESTA)                  | -EDD                     |
| CHES 7.0                           | -CU, EDD                 |
| LE CHOMEUR                         | -CU                      |
| CHOPLIFTER                         | -CU, EDD                 |
| COLOSAL CAVE                       | -CU, N2                  |
| COMPUTER AIR COMBAT                | -LS, N2, CU              |
| COMPUTER AMBUSH                    | -LS, EDD, CU, NU         |
| COMPUTER BASEBALL                  | -CU                      |
| COMPUTER BISMARCK                  | -EDD                     |
| COMPUTER CONFLICT                  | -LS, NU                  |
| COMPUTER FOOSBALL                  | -LS                      |
| COMPUTER MATH GAMES                | -CU                      |
| COMPUTER NAPOLEONICS               | -LS, CU                  |
| COMPUTER QUARTERBACK               | -LS, N2, CU              |
| COMPUTER STOCKS & BONDS            | -CU                      |
| CONGLOMERATES COLLIDE              | -LS                      |
| CONGO                              | -LS, EDD, AP, CU         |
| CONTEXT CONNECTION                 | -LS                      |
| COPTS & ROBBERS                    | -LS, EDD, N2, BU, CU     |
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| COPY II PLUS 4.1                   | -AP                      |
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| COUNTING BEE                       | -CU                      |
| COUNTY FAIR                        | -N2, BU                  |
| CRANSTON MANOR                     | -LS, CU, EDD, NU, N1     |
| CRAZY MAZEY                        | -N2                      |
| CRIBBAGE                           | -N1                      |
| CRIME WAVE                         | -EDD, CU, NU             |
| CRISIS MOUNTAIN                    | -EDD, N2, CU             |
| CRITICAL MASS                      | -EDD                     |
| CROSSFIRE                          | -CU, EDD, N1, BU, LA, NU |
| CROSS CLUES                        | -BU                      |
| CROSSWORD MAGIC                    | -LS, EDD, BU             |
| CROSSWORD MACHINE, THE             | -BU                      |
| CRUNCH, CRUMBLE & CHOMP            | -LS, CU, BU              |
| CTW/ APPLE SPOTLIGHT - INSTANT ZOO | -CU                      |
| CUBIT                              | -CU                      |
| CUSTOM MICRO SYSTEMS ASSEMBLER     | -EDD                     |
| CYBERSTRIKE                        | -LS, BU                  |
| CYBORG                             | -BU, LA, NU              |

|                               |                      |
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| CYCLOD                        | -LS                  |
| DARK CRYSTAL                  | -EDD, CU, NU         |
| DARK FOREST                   | -LS, N2, BU          |
| DATADIX                       | -LS                  |
| DATA FACTORY 5.0              | -LS, AP              |
| DATA PLAN                     | -LS                  |
| DATA REPORTER                 | -LA                  |
| DATA * TRANS                  | -AP                  |
| DATA TREE                     | -EDD                 |
| DATESTONES OF RYN             | -CU                  |
| DAVID'S MIDNIGHT MAGIC        | -CU                  |
| DAWN PATROL                   | -CU                  |
| DE MASTER                     | -LS, CU, EDD, N2, N1 |
|                               | L3, BU, AP           |
| DE MASTER UTILITIES DISK      | -LS, EDD, N2, BU, CU |
| DEADLINE                      | -LS, CU, EDD, N2, AP |
| DEALER DIAGNOSTIC DISK        | -AP                  |
| DEMON'S FORGE                 | -CU                  |
| DEMUFFIN, DEMUFFIN PLUS       | -AP                  |
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| DISK EDIT 2.0                 | -EDD                 |
| DISK LIBRARY                  | -LS                  |
| DISK ORGANIZER                | -CU, NU              |
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| DLM SOFTWARE                  | -CU                  |
| DOG FIGHT                     | -BU                  |
| DOS ENHANCER                  | -EDD                 |
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| DRAGON GAMES                  | -LS                  |
| DRAW POKER                    | -N2                  |
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| DUNGRON                       | -CU                  |
| DUNGEON CAMPAIGN              | -CU                  |
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| EASY-WRITER                   | -EDD, N2             |
| EDU-PAINT                     | -EDD                 |
| EDUCATION ACTIVITIES SOFTWARE | -CU                  |
| EINSTEIN COMPILER             | -EDD, CU             |
| ELECTRIC DUET                 | -LS, CP, EDD, N2, CU |
| ELIMINATOR                    | -N2, AP, CU          |
| EMPIRE 1: WORLD BUILDERS      | -EDD, N2, AP         |
| EPOCH                         | -LS, EDD, N2, N1, BU |
| ESCAPE                        | -CP, N2, CU          |
| ESCAPE FROM ALCATRAZ          | -CU                  |
| ESCAPE FROM ARCTURUS          | -LS, N2              |
| ESCAPE FROM RUNGISTAN         | -LS, N2, CU          |
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| EXECUTIVE BRIEFING SYSTEM     | -N2, AP, CU          |
| EXECUTIVE SECRETARY           | -LS, CU, N2, N1      |
| EXPEDITER                     | -LS, CU, N2, N1, BU  |
| E-Z DRAW                      | -EDD, BU, CU         |
| FALCONS                       | -LS, N2, BU          |
| FASTGAMMON                    | -CU                  |

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| FIRST CLASS MAIL                         | -CU                  |
| FLIGHT SIMULATOR                         | -CU                  |
| FLIGHT SIMULATOR II                      | -AP                  |
| FLIP OUT                                 | -NU                  |
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| FORE                                     | -AP                  |
| FORMAT II                                | -CU                  |
| FRAZZLE                                  | -CU                  |
| FREEFALL                                 | -N2                  |
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| GALACTIC ATTACK                          | -CU                  |
| GALACTIC EMPIRE                          | -EDD                 |
| GALACTIC GLADIATORS                      | -CU                  |
| GALACTIC REVOLUTION                      | -EDD                 |
| GALACTIC WARS                            | -N2                  |
| GAME SHOW & SUBJECTS                     | -EDD, CU             |
| GAMMA GOBLINS                            | -EDD, N2, BU         |
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| GENETIC DRIFT                            | -N2, BU              |
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| GERMAN/ENGLISH GANGMAN                   | -EDD                 |
| GERMANY 1985                             | -EDD, NU             |
| GERTRUDE'S PUZZLES                       | -CU                  |
| GLOBAL PROGRAM EDITOR                    | -NU                  |
| GLOBAL WAR                               | -N2, CU              |
| GOBBLER                                  | -N2, N1, CU          |
| GOLD RUSH                                | -N2, LA, AP, CU      |
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| GUARDIAN                                 | -N2                  |
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| HIRES-FOOTBALL                           | -N2, CU              |
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| HIRES-SECRETS                            | -N2, CU              |
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| KABUL SPY                   | -LS, N2, AP, CU  |
| KAMIKAZE                    | -AP              |
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| LEMMINGS                    | -LS              |
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| LISA 2.5                    | -NU              |
| LIST HANDLER AND UTILITY    | -CU, EDD         |
| LJK EDIT 6502               | -CU              |
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| LOGO (KRELL)                | -CP, N2          |
| LOGO (TERRAPIN)             | -N2              |
| LOWER REACHES OF ASPHALT    | -BU              |
| MADVENTURE                  | -NU              |
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| MILLIKEN MATH             | -LS, CU                  |
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| MINIT MAN                 | -EDD, CU                 |
| MINGS CHALLENGE           | -EDD                     |
| MISSION ASTROID           | -EDD, N2, CU             |
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| MOFTOWN                   | -EDD                     |
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|                                       |                          |
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| SABATOGE                              | -LS, CU, EDD, N2, N1, BU |
| SAMMY LIGHTFOOT                       | -CU                      |
| SARGON I                              | -CU                      |
| SARGON II                             | -LS, CP, EDD, N2         |
| SAT ENGLISH                           | -BU                      |
| SATURN NAVAGATOR                      | -N2                      |
| SCREENWRITER II                       | -LS, CU, EDD, NU, AP     |
| SEA DRAGON                            | -AP, CU, NU              |
| SEA FOX                               | -EDD, CU                 |
| SENSIBLE SPELLER                      | -EDD, CU                 |

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| SERIES RU-2, SP-2, FR-2     | -EDD                     |
| SERPENTINE                  | -EDD, CU                 |
| SHADOWHAWK                  | -AP                      |
| SHATTERED ALLIANCE          | -LS, NU                  |
| SHERWOOD FOREST             | -N2, CU                  |
| SINGA SHAPE MANAGER         | -LS                      |
| SNACK ATTACK                | -CU, N2, BU              |
| SNAKEBYTE                   | -LS, N2                  |
| SNEAKERS                    | -LS, CU, EDD, N2, N1, BU |
| SNOGGLE                     | -LS, CU, N2, N1          |
| SNOGGLE (JOYSTICK)          | -BU                      |
| SOFTPORN ADVENTURE          | -LS, CU, EDD, NU, N1     |
|                             | BU, AP                   |
|                             | -AP, NU                  |
| SOFTERM                     | -EDD                     |
| SORCERER OF SIVA            | -LS, N2, BU              |
| SOUTHERN COMMAND            | -LS, CU, EDD, BU, NU     |
| SPACE EGGS                  | -NU                      |
| SPACE I & II                | -CU                      |
| SPACE INVADERS              | -N2                      |
| SPACE KADET                 | -LS, N2                  |
| SPACE QUARKS                | -BU                      |
| SPACE RAIDERS               | -CU                      |
| SPACE VIKINGS               | -LS, NU, BU              |
| SPACE WARRIOR               | -EDD                     |
| SPANISH / ENGLISH HANGMAN   | -BU                      |
| SPECIAL DELIVERY SOFTWARE   | -EDD, CU                 |
| SPECTOR                     | -N2, CU                  |
| SPEED READ+                 | -CF                      |
| SPIDER RAID                 | -N2                      |
| SPITFIRE                    | -CF                      |
| SPEED READING               | -CU                      |
| SPELLING STRATEGY           | -CU                      |
| SPIDER RAID                 | -EDD, CU                 |
| SPITFIRE SIMULATOR          | -CU                      |
| SPREADSHEET                 | -EDD, N2, AP, CU         |
| SPY'S DEMISE                | -LS, CU, N2              |
| STAR BLASTER                | -CU                      |
| STAR BLAZER                 | -CU, EDD, N2, AP         |
| STAR CROSS                  | -LS, N1                  |
| STAR CRUISER                | -N2                      |
| STAR DANCE                  | -LS                      |
| STAR MINES                  | -LS                      |
| STAR RAIDERS                | -LS, EDD, BU             |
| STAR THIEF                  | -CU                      |
| STARSHIP COMMANDER          | -CU                      |
| STATE OF THE ART ACCOUNTING | -CU                      |
| STELLAR INVADERS            | -CU                      |
| STELLER TREK                | -NU                      |
| STEP BY STEP I & II         | -CU                      |
| STERLING SWIFT PRODUCTS     | -CU                      |
| STOCK PORTFOLIO SYSTEM      | -CU                      |
| STOCKS & BONDS              | -CU                      |
| STORE MANAGER               | -CU                      |
| STRATEGIC SIMULATIONS       | -BU                      |
| STRIP POKER                 | -CU                      |
| SUICIDE                     | -N2, BU                  |
| SUPER APPLE BASIC           | -LS                      |

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| SUPER COPY III               | -EDD, N2, L3             |
| SUPER GRADEBOOK              | -CU                      |
| SUPER GRAPHISME ///          | -CU                      |
| SUPER GRAPHICS               | -N2                      |
| SUPER PILOT                  | -N2, CU                  |
| SUPER PUCKMAN                | -N2, NU                  |
| SUPER SCRIBE II              | -N1, BU, LA, CU          |
| SUPER STELLER TREK           | -BU                      |
| SUPER TAXMAN II              | -CU                      |
| SUPER TEXT 40/80             | -CU                      |
| SUSPENDED                    | -AP, CU                  |
| SWASHBUCKLER                 | -EDD, N2, BU, CU         |
| TASC COMPILER                | -NU                      |
| TAWALA'S LAST REDOUT         | -EDD, N2, CU             |
| TAX BEATER                   | -N2                      |
| TAX MAN                      | -EDD, CU                 |
| TAX MANAGER                  | -CU                      |
| TAX PREPARER                 | -LS, CU, N2, LA          |
| TEMPLE OF ASPHI              | -EDD, NU, BU, CU         |
| TERRORIST                    | -EDD, NU                 |
| TERRAPIN LOGO                | -CU                      |
| TEST CONSTRUCTION            | -CU                      |
| THAROLIAN TUNNELS            | -N2                      |
| THE ROUTINE MACHINE          | -EDD                     |
| THIEF                        | -EDD, BU, LA             |
| THREE MILE ISLAND            | -EDD, N2, U2             |
| THRESHOLD                    | -CU, EDD, N2, N1, BU, LA |
| THRILOGY                     | -N2, N1                  |
| THUNDER BOMBS                | -EDD, CU, NU             |
| TIC TAC SHOW                 | -EDD                     |
| TIGERS IN THE SNOW           | -LA, NU                  |
| TIME MANAGER                 | -CU                      |
| TIME ZONE                    | -EDD, N2, LA, CU         |
| TINY TROL                    | -LS                      |
| TORPEDO FIRE                 | -LS, EDD, N2, CU         |
| TRACK ATTACK                 | -EDD                     |
| TRANQUILITY BASE             | -L3                      |
| TRANSEND 1                   | -CU                      |
| TRANSEND 2                   | -LS, EDD, AP             |
| TRANSYLVANIA                 | -EDD, NU, CU             |
| TUBE WAY                     | -CU, EDD, N2, AP         |
| TUNNEL TERROR                | -N2                      |
| TWERPS                       | -LS, N2, BU, CU          |
| TYPE ATTACK                  | -CU, NU                  |
| TYPING TUTOR                 | -CU, EDD                 |
| U-BOAT COMMAND               | -LS, N2, CU              |
| U-DRAW II                    | -CU, NU                  |
| ULTIMA                       | -EDD, N2, N1, BU, LA     |
| ULTIMA II                    | -CU, EDD, AP, NU         |
| ULTIMA ///                   | -EDD, CU                 |
| ULYSIS AND THE GOLDEN FLEECE | -LS, EDD, NU, N1, BU, CU |
| UTOPIA GRAPHICS SYSTEM       | -N2                      |
| V.C.                         | -CU                      |
| VC-EXPAND                    | -LS, AP                  |
| VERSAFORM                    | -CU                      |
| VIDEX PREBOOT DISKS          | -AP                      |
| VISIBLE COMPUTER: 6502, THE  | -AP                      |

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| VISIBLEND                   | -N2                      |
| VISICALC 3.3                | -LS, CU, EDD, N2, N1     |
|                             | L3, BU, AP               |
| VISICALC 80 COLUMN PRE-BOOT | -EDD, AP, CU             |
| VISICALC ADVANCED VERSION   | -N2, LA                  |
| VISICALC IIe                | -EDD, CU                 |
| VISICALC IIe 128K VERSION   | -CU                      |
| VISICALC ///                | -CU, N2, N1, BU, LA      |
| VISIDEX                     | -LS, CU, EDD, N2, BU, AP |
| VISIFACTORY                 | -N2                      |
| VISIFILE                    | -LS, CU, EDD, N2, BU, AP |
| VISIPILOT                   | -EDD                     |
| VISISCHEDULE                | -LS, CU, EDD, N2         |
| VISISCHEDULE ///            | -CU                      |
| VISITERM                    | -LS, CU, EDD, N2, BU, AP |
| VISITREND/VISIPILOT         | -LS, CU, N2, BU          |
| VOCABULARY BUILDERS         | -EDD, CU                 |
| THE VOICE                   | -CU, NU                  |
| WAR                         | -AP                      |
| WAR LORDS                   | -N2                      |
| WARP FACTOR                 | -LS, EDD, N2, CU         |
| WAVY NAVY                   | -NU                      |
| WAY OUT                     | -NU                      |
| WILDERNESS CAMPAIGN         | -CU                      |
| WINDFALL                    | -CU                      |
| WITNESS                     | -CU                      |
| WIZ MAKER                   | -CU                      |
| WIZ PLUS                    | -CU                      |
| WIZARD AND THE PRINCESS     | -EDD, N2, BU, CU         |
| WIZARDRY                    | -CU, EDD, LA, NU         |
| WORD HANDLER                | -LS, CU, EDD, N2, BU     |
| WORD HANDLER II             | -LS                      |
| WORD RACE                   | -EDD                     |
| WORLDS GREATEST BLACK-JACK  | -EDD, CU                 |
| WRITE AWAY                  | -CU                      |
| ZARDAX                      | -CU                      |
| ZARGS                       | -CU                      |
| ZAXXON                      | -CU, NU                  |
| ZENITH                      | -EDD                     |
| ZERO GRAVITY PINBALL        | -N2                      |
| ZOOM GRAFIX                 | -EDD, N2, AP, CU         |
| ZORK I                      | -LS, EDD, L3, BU, AP, CU |
| ZORK II                     | -LS, EDD, BU, AP, CU     |
| ZORK III                    | -EDD, CU                 |